GUST 1999

10



11 EXCLUSIVE PLAYSTATION DEMOS! ANNA KOURNIKOVA'S SMASH COURT TENNIS, CROC 2, OMEGA BOOST AND MORE!



PICTOS Lation Magazine 48

WORLD EXCLUSIVE REVIEW! SILLENT INTILLIL

Who knows the secret of *Silent Hill?* We do! *PSM* gives you the exclusive lowdown on the thinking man's *Resident Evil.*

OMIGOD, THEY KILLED QUALITY?

SOUTH PARK

You've bought the key ring, now buy the game? South Park hits the PlayStation, but is it cool or cash-in?

BLOODY RAW!

TEKKEN TAG

Out with the plasters — *Tekken's* back! *PSM* plays the world's best beat 'em up and comes off worse...

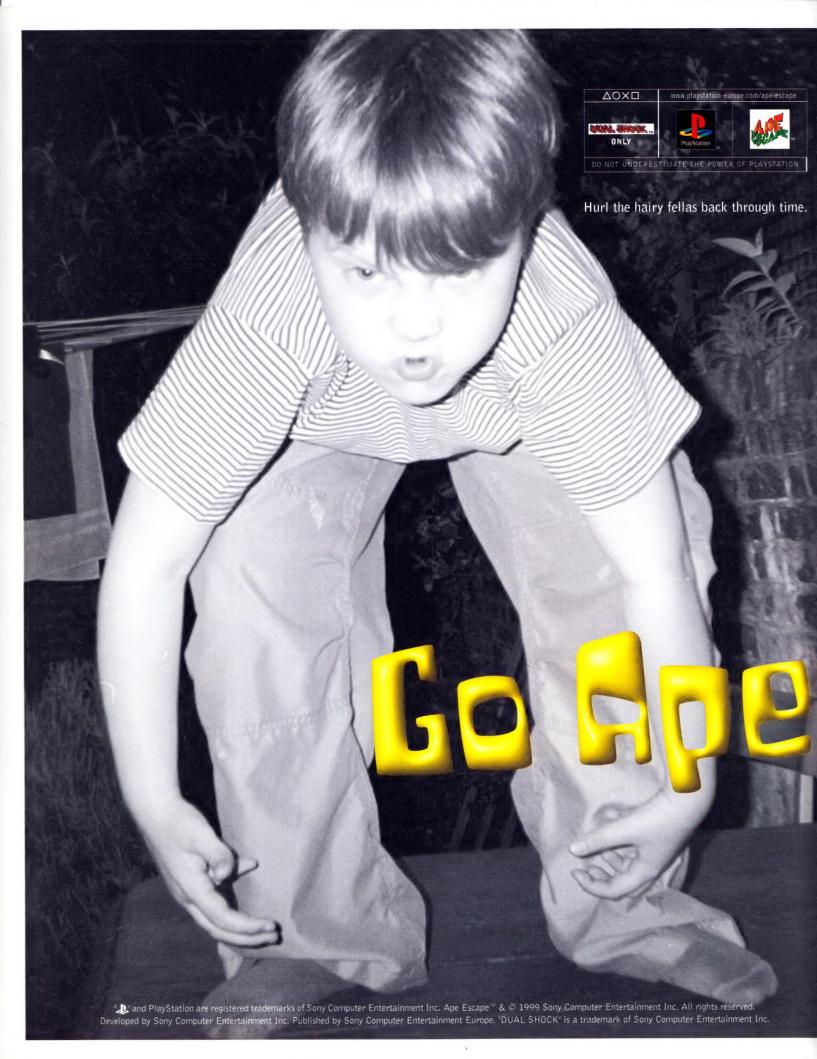


SHE'S BACK!

Yes! *Tomb Raider 4* confirmed for Xmas! All the latest info inside...



AUGUST 1999 (4.99



dn treic

WHAT'S ON THIS MONTH'S CD?



section bundle of stammal electronic fruits supped into a gaming stable. Allow your cusole to whisk the discussedly, pick up the pad serve straight away.

Ama Kournikova puts her svelte form behind ace tennis game.

CROC 2 Playah

to rescue more elusive Gobbos.

TMESA BODST Playani

Robotic romp from the talented robots behind *Gran Turismo*.

Soar through an aerial arena shooting your incarcerated foe.

A strategy war game which you must win. Simple really.

TOTAL DRIVIN' Playah

Take the high road with this

Platinum automotive adventure.

Platinum automotive adventure.

This cartoon racer's looking hot.

Debonair young fox adventures.

PRINCE NASEEM BOXING Vide

Royal pugilist's shaping up well.

TIME SUP Yaroze
Snail-based shenanigans.

OPERA OF DESTRUCTION Yaroze















Bad news. Due to the decidedly gory nature of Silent Hill, we are unable to bring you our planned demo. Apologies to all —

the matter's beyond even PSM'S Herculean control – but rest assured, we are currently exploring devious ways to bring you a Silent Hill demo. An adult PSM Special dripping with all manner of monsters, zombies, offal, kalashnikovs and Other Cool Nasty Stuff? Wait and see.

So how can we make it up to you, our beloved reader? How about a demo of the wondrous Anna Kournikova's Smash Court Tennis? Or shots from the new Resi? Or tips on the snipertastic Syphon Filter? Or the chance to win £15,000 worth of Peugeot 206 GTI? Or info on the latest Tekken? Or the chance to be at this year's PSM Awards? Or...

Nah. Let's talk of the future. Let's just say that the pixies that bring you PSM have been beavering away like beavers to ensure that 1999's best games appear here first. Fact: demos for the likes of Gran Turismo 2, Final Fantasy VIII, FIFA 2000 and Tomb Raider 4 have already been signed up PLUS you'll also be seeing changes in the coming months that ensure that PSM retains its undisputed title of Bestest Videogames Magazine In The World Ever.

Enough. Time to let you broach the delights of this fine issue and, as most editors do, finish this lovely column with an imaginative 'Cheers!' or a slyly clever 'Enjoy the issue!' or...

Or maybe not.

Ml det

Mike Goldsmith (Editor)

cineinuz

Editorial

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40 Winks

PRIMAL SCREEN PI

Developers quizzed, boffins questioned, eggheads interrogated... The inside deal on the games you'll be buying in six months' time.

Resident Evil 3: Nemesis 44

Prepare to be scared. By Zombies. Again.

Football Manager 4
Statto fans get ready to party. Or plan.

Die Hard Trilogy 2

More Willis-based bazooka-fun as he takes on a thousand men and probably wins.

Lego Racers 50
Child's fancy x F1 = Lego that... er races,

40 Winks 52

More on GT/s dream-snaring edventure.



PREPLAY

A sneak peek at the games almost ready for the shelves. Is it looking good or is it looking grim? PSM gives you the lowdown.

Carmageddon

Motors on the rampage mowing down big-blooded humanoids and causing enormous hold ups on most A roads in the immediate appa

Shadowman

The monsieur of shadows prances about in an effort to wrench a daft másk from his bodily sections. Adult. Dark. Scary.

Guardian Of Darkness 64 Cryo anyone? A first peek at this french

RPG in which you play a Guardian. Wooh!

WWF Attitude

Once more the beauty of the male form is under scrutiny, as wrestling, that 'sport' of champions rears it's Lycra-covered behind on the PlayStation, Yup, it's out with the same old gags again.

Kingsley 6

Psygnosis' adventuring fox finally takes another step towards release. There's a slice of RPG, a dribble of fighting and sachet of lappery all dipped in a sugary ceating of cute Should the bandlocot be womed? Flip to page 68 to find out.

FA Premier League Stars 70 Is it just FIFA with a novel player attribute

strap on? Well maybe, but this innovative individual player skill addition could give PlayStation soccaring a much needed kick up the shorts.

Castrol Honda Superbike Racing

72

Finally the PleyStation gets something for the motorbiking fanatic. Rip-roaring, leather-trausered fare for fans of metallic music and fringed jackets.



rather than compromise our views in pursuit of an exclusive

rivew or cover.

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we print is the truth Whether it's about games, the industry or all things PlayStatio our writing is opinionated, honest and always informed. Links

with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent editorially independent – guaranteed.

infantile hierour for quality. We tell you the latest news, talk to the most important people in the industry, discuss the most relevant issues and review the most exceiling games on the planet. And with our dema disc, we let you play exclusive lives from the best PlayStation games before they hit the shelves. PSM: the world's best-selling videograms; mayazine. Fact. rially independent - guaranteed.
PSM is written in an adult, entertaining manner, Free from technical jargon, but with the necessary expertise that
PlayStation owners demand. PSM drops the usual in-jokes and















infantile himney for quality. We tell you the intest news 19% to





PLAYTEST

You want reviews? You want them informed, authoritative, opinionated, entertaining, cleves and unbearably honest? You got 'em.

Silent Hill The secret of Silent Hill is within

this tome. Investigate the weirdness, find your daughter, avoid the evil... It's dark. There's a noise. What's that? Ugh!

What more Cryo? The benet fanciers go from bad to more bad with this tenuous movie-tie-in-sci-fi-plague farrago.

Aironauts Aerial combat between crims in steam-driven butterflies - sounds like fun don't it?

Bugs Bunny: Lost in Time

The most famous rabbit in the world dips his comedic ears into the world of PlayStation gaming. What's up Bugs?

Chessmaster 2 98

A wrinkly grandmaster eases his pawn betwixt his gnarled palm. A considered move. A thought. A pause.... Such is the eve-blistering excitement of chess.

Capcom Generations

100

If someone offered you 12 games for the price of one what would you say? Now what if they were old games. Games from a time when the Earth was young. When Five Star was the sound on the street and Walker Snaps were in every packed lunch. What then, eh?

102 Plane Crazy

We fly planes around canyons under bridges and into walls. Is this not video entertainment at its hest?

Floaty ships hurtle around circuits firing at each other. It's not what you're thinking.

Wipe3out

FEATURES

The fastest, bestest racer without wheels that the world has ever seen reappears in a third incarnation. Scarier circuits, slinkler sleds and featuring some mind-bending weapons Dan Mayers worships the very around that it doesn't quite race upon.

Namco Station

Pants sagging with thruppenny bits and energy-replacing Tic-Tacs Stephen Pierce went to batter the sweaty buttons of Namco's finest new arcade games. Tekken Tag Tournament, Point Blank 2, Time Crisis 2 - all got a righteous pounding.

South Park

And once again we ask, who killed Kenny? PSM investigates the crime

of the century and ask an even more important question: how is the hooded one being brought back to life on PlayStation?

REGULARS

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TRUTH BE TOLD

MULDER AND SCULLY MATERIALISE ON THE PLAYSTATION







As expected, the X-Files appears to be identical to the disappointing PC version released way back in September 1998. Rather than take on the role of one of the dourly-clad famous television leads, the game (based on a new storyline by X-Files creator, Chris Carter) casts you as FBI Agent Craig Willmore and places you in a



overcast locations waggling a torch. These activities manifest themselves through copious use of video footage, still images and something Sony and developers Hyperbole Studios are calling Virtual Cinema - or as we know it, point 'n' click. For example the game starts with a stroll about the FBI headquarters. An onscreen hand is manipulated via the D-pad. Move it to the left, hit (8) and the screen will flip to the next still image. See a cupboard, click (8) to open it and you will be offered a short video of Willmore opening a cupboard.



time coming? We'll find out sec

Music 2000 ■ P14: Orient Express ■ P19: Dino Crisis ■ P22: Win a car! ■ P16: DD 3 m pg. Tomb Raider 4 ■ P20: Spider-Man ■ P26: Bez ■ P12: 300 return ■ P18: Unreal ■ P21: Booty ■ P29: Hasbro







Amazing the uses ex-Blue Peter presenters can find for sticky tape.

Fans of the Duchovny/Anderson pairing will be miffed however, Rumour has it that the will-they-won't-they twosome don't even make an appearance until the final disc. Indeed one of the plot revelations is that Mulder and Scully have been kidnapped and it is down to you to come to their aid.

You do this through the usual adventure methods. Handy accessories given to you at the start of the game include a camera, some binoculars, nightvision goggles, an evidence kit and a natty pair of handcuffs. You also have access to

"OOOOH-LAAAHR!"

WAR OF THE WORLDS FINALLY SET TO START

-Files not your pouch of sci-fitainment? How about a spot of retro-futurism courtesy of War Of The Worlds from GT Interactive? Destined to land late this year, the title deals with the familiar tale of a Martian encroachment of earth and the resistance struggle put up by the human army.

Controlling numerous segments of your army - tanks, ieeps and watchtowers requires tactical skill as well as fire button dexterity to successfully send the tri-legged invaders packing. Music and sound effects are taken from Jeff Wayne's '70s concept album, while the dialogue again stays true to the student's fave hard drinking, hard womanising, hard man - Richard Burton.

Evidently much work has been done since PSM's last look at the title (PSM43). Things look tidier, smoother and ultimately more thrilling. Given the ferociousness of the intruders. War Of The Worlds looks a tough one to beat - still, we could always just make a new home underground.



two computers, one in your office, one at home. With these, you can use e-mail and source info on all the game's key players. Indeed, other original cast members slated to non up include AD Walter. Skinner, X. The Lone Gunmen (Frohike, Byers and Langley) and the Cigarette Smoking Man.

The visual action takes place within a cinematic letterbox, encountering others will often give you the chance to have a natter. You will be provided with a choice of text phrases. Pick one and watch the video results unfurl.

"We are thrilled that European fans of the X-Files will be able to participate in a completely interactive gameplay experience featuring all original, exclusive footage thanks to the full-motion capability of the PlayStation," said Chris Deering, president of SCEE.

"We are excited about working with SCEE to ensure that the X-Files delivers a unique gaming experience to PlayStation owners," agreed Ion Richmond, president of Fox Interactive

"See next month," said PSM, hinting spookily at a full preview...

form the final part of the successful trilogy. With a further optimised

game engine, all-new graphics and that cinematic vibe provided by 28

FMV sequences, Red Sun should push the limits of the PlayStation ever

Completing this digital triathalon, Point Blank 2 marks the return of



Pssst!

Congratulations are in order for Squaresoft. In the land of the rising sun Final Fantasy VII has just won the Triple



Platinum Award from SCFI What's that? Oh, just the trifling matter of having 3.4 million copies fly from the shelves... EA are set to release not one, but TWO Tiger Woods games. There'll be the usual Tiger Woods 2000 ultra-realistic sim, under the EA Sports banner, and another as yet undisclosed title. Tiger Woods Crazy Cartoon Golf anyone?... The audience for





Wu-Tang: Shaolin Style is looking like it is going to be limited. Due to the content it's looking like it's going to be the number one Xmas present for hardcore homeboys, over the age of 18. There's reputedly a little hit of blood

> involved... Cryo are looking to increase their range of quality titles with the forthcoming >

SONY SO FAR...

TEAM BUDDIES, POINT BLANK 2 AND THE WARS O' COLONY.

ot due till February 2000 the Sony/Psygnosis release, Team Buddies, is sure-fire lunacy, Chocka with soldiers shaped like Kinder Surprise eggs and stackable magic crates which reveal absurd weaponry and speedy vehicles, it's 3D Worms, only nothing like it.

Team Buddies is a team game - you've got one and you go up against either the AI teams or whack in a Multi Tap and give it the fourplayer touch. The idea is to wipe out your opponents and when you take into account teams are constructed from medics, spies, commandos, cyborgs and superheroes, it could prove taxing. You can switch from buddy to buddy at will, while overhead and binocular views of the carnage are available.

Also from the Sony/Psygnosis stable, Colony Wars: Red Sun, will









Team Buddies, Point Blank 2 and Colony Wars: Red Sun are coming to your PlayStation soon.

onward. It should hit around March 2000.

Spanking new features include 'shoot

new 'one shot' agonies. There's also

a new adventure RPG section and the

Party Mode is back. Start queueing

now for a late August release.

the armour off the hoffins'

'splatter a vehicle 99 times' and

the Safari-suited profs and galaxy of pin-point tasks.

Pssst!

umours milled, tittle tattled,

 Asterix and Obelix Versus Caesar. The catchily-entitled game follows the antics of our Gallic crusaders and will hopefully be better than Infogrames' recent effort... All-new beat 'em up action is on its way from the ladies and gentlemen at THQ. Knights Of Carnage gets you rolling around in the dirt as various magical characters from the world of myth and legend. You know - your warlocks, your werewolves and blessed gargoyles. Brrrrr, chilling... Derby Stallion never got released over here, yet how shifted 1.7 million units in Japan, ASCII have now announced a revamp in the shape of Derby Stallion '99. Please can we see it? A obby horse peripheral is keenly anticipated. Please... Wicketty/Wick/Wick... Konami are looking to release Beat Mania 4th Mix – The at Goes On in Japan which should keep bedroom scratchers over there happy for a while Like GTA: London 1969, this'll be an add-on disc, but new features include battle mode and the ability to post your high scores to the nami homeboy. Sorry, homepage... Tombi's on his





way back from Whoopee
Camp! in a new 3D guise.
You'll have over 100 tasks to
complete, testing your
abilities to the limit. There'll
also be various racing and >

JUDGEMENT DAY

CODIES RELEASING MILLENNIUM MUSIC FOR THE MASSES

ome Christmas-time the country's going to be awash with electronic bleepage. Nothing to do with the millennium bug you understand. No, it's all courtesy of Codemasters who, thanks to the phenomenal success of Music, are already hard at work on Music agon.

To a lot of people, the success of Music was a measure of exactly how far the PlayStation market had spread into pop culture. The title was picked up by people who fancied a go at speending their evenings impersonating Aphex Twin, but idn't want to shell out a few grand on a state-of-the-art PC. All of a sudden you had a PlayStation 'game' that allowed you to become a cutting edge DJ.

Codemasters have very sensibly gone out and built a new version, this time fully endorsed by the venerable judge jules. Gavin Morgan, MD at game developer Jester Interactive told PSM that, "Music 2000 is now even simpler to use, yet we acknowledge the more musically-minded sector and have increased the software's potential." More big name musical types are currently getting on the good foot, details of which are soon to be released.

Extended facilities for Music 2000 include the possibility of fitting in a sampling microphone peripheral and a greater selection of styles to play about with, including good old fashioned pub rock and clanky indie. You'll still need a modicom of talent to get some special tunes, but it promises to reveal the complexities of record re-mixing, and for advanced users will offer 24-track generation and MIDI compatibility.

Most exciting of all is a Music Jam feature which involves gathering your posse of four pals round, and improvising over the top of each other in real time. It'll be like watching breakdancers play ring a ring of poseurs and no doubt lead to hysterics when your tonedeaf, arhythmic mate has a crack.

Watch out for blanket TV advertising come Christmas, but until then we'll keep you cued up.



The interface has been vamped up for Music 2000, making it even easier for your budding beatjuggler to get down and jiggy with it. Ahem.

CODIES' MICRO BOMBSHELL -

ord has leaked out that top
developer Codemasters are
planning a new game in the multiplavertastic Micro Mochines series, PSM

game has the working title MM6 and is likely to reach your PlayStation around Yuletide. While it's thought that the new Micro Machines remains faithful to the original game in many respects—you rampage around bathrooms, frolic

across kitchen work-surfaces.

dodging pints of milk, plug-

holes and other hazards =

the big surprise is

can exclusively reveal that the new

that the new
game will NOT
feature any
vehicles. Quite
what you will
be tonking
about the

over-sized



locations in is still a mystery, but sources close to Codemasters have told PSM that MMG will use an updated version of the Micro Machines V3 game engine and will incorporate lessons learnt from racing best-sellers Colin McRae Rally and the TOCA series.

There's yet to be any official announcement on the new MM4 project but you can be sure that these news pages will be the first to bring you more details and the first screenshots of this possible Christmas smash.







become more explicit, it begs the question where's it going to end? Could this mean the lady is a tramp? No.

TOMB RAIDER GOES FOR

LARA'S BACK! WE KNOW, WE'VE SEEN IT

SM can reveal that we've seen the new Tomb Raider. We've seen a full brief of the plot. know the details of the

game's villain and are on the verge of revealing all. It starts with...

First the background, Rumours currently abound from all manner of Net sites and game publications about Tomb Raider 4. Obviously, the game DOES exist and developers Core Design have been working on the game since late last year. As for the rest, well...

. Tomb Raider 4 will be on PlayStation and NOT PlayStation 2 as reported elsewhere, Inevitably, Lara will make an appearance on the next generation console, but not just yet ... · First off, leaked

details of "a sexy black lady" who could be Lara's partner or rival. Speaking to P5M, Core Design said this on-line rumour is "absolutely untrue." This

could be a reference to Witchblade, the comic character with whom Lara has appeared. There IS a Witchblade game in development, but this is "currently on hold".

- . The game title has been leaked as Dark Revelation. Again, Core have confirmed that "Dark Revelation is not an option!"
- · Plot details. Again, Tomb Raider 4 is NOT yet complete, but it is NOT a full prequel to the first Tomb Raider, as reported elsewhere. PSM's lips are sealed at the moment, but one thing we can say is that this is no mere Tomb Raider 3-style rejig... . So what's the official line? Speaking
- exclusively to PSM, operations director at Core Design, Adrian Smith said, "The fourth game is almost a journey back through time, re-addressing the old Tomb Raider values and looking at the fundamental aspects that made the game
- a hit first time around." · Full details of Tomb Raider 4 will appear

on the GameSpot Web site (www.gamespot.com) and then in next month's PSM. Following on from that (and an exclusive 'behind the scenes' feature in PSM50), the review and playable demo will appear exclusively in the December issue of PSM. Fact.

▶ puzzling events to ease the brainache and frustration it'll no doubt cause when it ships in Japan this autumn... Sunsoft in the US have firmed up details of a new Blaster Master game for the PlayStation. The sidescrolling tank battle is going to be revamped into glorious 3D and is due for a Christmas release in the US... Sony have developed a new optical accumulation device which reduces the number of oscillation laser devices needed to read DVD. Apparently that means that DVD production costs are lowered. Confirmation, if it's needed, that PlayStation 2 will be DVD compatible... Not content with bouncing around our television screens in the Lucozade adverts, Tomb Raider's Lara Croft has gone the way of Tracy Ullman and made an advert for the Sci-Fi Channel. She joins the illustrious ranks of other Sci-Fi Channel luminaries -Traci Lords (ex-porn star) Busta Rhymes (gobby rap star) and Everclear (grunge combo)... Whisper of the month definitely goes to Sony. It was reported that China was classifying the new PlayStation 2 chip,

LETHAL FORCE

FRESH SHOTS AND INFO ON THIS SUPER SEQUEL

s PSM revealed last month, Fighting Force 2 is shaping up nicely and we've managed to obtain new screenshots and more information from developers Core Design.

Plotwise, the Nackamichi corporation are now developing homicidal synthetic humans and the SI-COPS need a disposable agent to confirm their suspicions - which is where you come in. Instead of all-out thumpery the

emphasis in FF2 is on Metal Gear-esque infiltration, subterfuge and taking down super-intelligent, well-armed adversaries as you steer mercenary Hawk Manson in his mission to pilfer secret files, eliminate key personnel and hunt down mutants. You'll be pleased to know that next month we'll be bringing you the full info on what's looking like B a stonker of a sequel.



the Emotion Engine, as a super computer which would restrict sales of the new console in the great communist state. Sony stayed shtum throughout the farrago fuelling rumours it was merely a publicity stunt from the more creative members of the PR team. But, then again, who knows?







The fruit-flavoured PSM crew, when not moonlighting in their promotional boiled-sweet costumes, dither with games. These games.

POINT BLANK 2

Make like Lewis Collins in '80s SAS fest Who Dares Wins and shear sheep, pop balloons and strip armour off hairy-faced boffins. Hang on that's not right...

X-FILES

Garbed in a muted Nextman palette and with a torch and Eye-Spy Book of Flying Saucers to hand, sneak around peering at big-headed-green-hued space beasts. Just make sure they skedaddle, by the time your partner shows up...

TEKKEN TAG TOURNAMENT The boys — and girls — are

back in town, in this arcade step-on for the Tekken tale. Touchy feely tag massive is the order of the day, so if in peril simply jump out and let your team member take a deep slapping instead.

V-RALLY 2

Yep, still on it. The knockyour-own-track-up feature allows this fella to just keep on giving.

SHADOWMAN

This distinctly adult experience could grip you by the heart and squeeze liquid excitement from it.

WWF ATTITUDE

Could be the best groper on the PlayStation. Let's hope so. Anything to stop those, "Stop attacking wrestling. I like it. It's not just men in briefs," letters we get every month.

POD-U-LIKE

LUCASARTS SPARK UP THEIR ENGINES



"Here comes Pod", said Farmer

Rocer is on its way to the PlayStation at last. It'll be hitting the shelves around September time, joining its much-delayed tie-in title, The Phantom Menace. By that time we'll all have seen the film and be fully versed in the wonders of the podular beasts we'll be racing in the game we'll be racing in the game.

Wars Episode I:

Basically, a pod racer is a couple of dirty great big jet engines attached, via a pair of thin poles, to an ultra-light pilot capsule. In the world of mechanics light generally equals quick and these things

are exactly
that. Once you've
upgraded your pod, by
winning cash in the races, it'll
hit speeds of well over 6comph.
There's also going to be a huge
range of tracks to take on, 25 in all, of
progressively increasing difficulty. The
game's split into three tournaments:
amateur, semi pro and galactic and
completion of these three then opens up
access to four invitational circuits. From
what we've seen these latter tracks offer

up a challenge, to say the least. What makes them so hard? How about dodging Tuskan raiders on a trawl dodging Tuskan raiders on a trawl round Tatooline, whipping through meteor storms and storming across seething methane lakes? All of that, combined with switch-back corners and girder-encased corkscrews, means you'll be needing fast reactions to get round the first lap, let alone the next couple.

The action takes place across eight worlds, each of which has its own distinct landscape. Preview code is racing PSM's way soon.

WHIP IT UP AND START AGAIN

INDIANA JONES: OF HUMAN BONDAGE

Iso coming soon from Lucas Arts is a game based on the infamous adventures of arch-archaeologist, Indiana Jones. A couple of years after the end of World War z, with the political atmosphere beginning to chill, our Indy's hired by the CIA to do a little bit of espionage for his country...

Apparently Soviet agents have been seen siffing round famous relic sites of the world, like the legendary Tower of Babel, and it's your job to find out what they're after. It's not going to be a short slog either, there are y levels of action to battle through in exotic locations all round the world. Expert use of the whip is essential, as is a battered fedora. Fear of snakes is optional. More soon of snakes is optional. More soon of snakes is optional. More soon.



Beige fella falls down into snake pit. "I hate snakes! I hate..." Repeat to fade.



TOKYO TECHNICAL SPECTACLE

PLAYSTATION 2 FOR JAPANESE CHRISTMAS RELEASE?

echnologically-minded boffins were rubbing their hands in glee this month, as yet more information about the specifications of PlayStation 2 were released. First, and possibly most importantly, Ken Kutaragi announced at Sony's annual award cremony that PlayStation 2 will have it?

PlayStation 2 will have it's world premiere at the Tokyo Games Show this September.

He'll be soilling

details of scheduled
aunch titles as well as an
initial price point, fuelling hopes that
i'tli be on sale in Japan by Christmas. This
weans we'll have a better idea of what it
will cost and when it might hit the UK.
Mass production of the central processing
chois underway at the moment.

Sony have been hard at work on a laser light oscillator. Say what? This is the component that's going to ensure PlayStation 2 is completely backwards compatible, it enables the machine to read both CD and DVD formats. By using one chip to do the job, Sony have cut the cost of manufacturing, meaning a console that's not cost prohibitive. DVD, you say?

Does that mean we can play films on the thing? In theory, yes, although whether Sony will go down this route is to be confirmed. Finally, a company called Numerical Design

have inked a deal with Sony to bring a software tool known as NetImmerse 3D into PlayStation 2 development. The hope is that the programme's going to speed up game production time significantly. We'll be bringing you the full specifications from Tokyo later in the year.





Catherine Channon, Sky One's red-bereted gamesvixen, swaps screen for print in search of a quiet life at PSM...

Resident Evil was the first of its kind. By marrying Hitchcockian suspense with Zombie Flesh Eaters gore, it proved to be as lucrative as it was unnerving. This, accompanied by Virgin's notorious marketing campaign, signalled the birth of a new, controversial genre targeting mainly older gamers – Survival Horror.

Ever since Resi 2 set the charts alight, we've been waiting for a worthy successor. But which game could possibly step into its blood-filled boots? Dino Crisis? Silent Hill? Quite possibly both.

Dino Crisis' visceral Resi Evil roots are already very much in evidence, however Silent Hill – having gestated within the creative loins of Konami – seems to have taken horror into a new, psychologically-unsettling realm.

Now I'm not a girl who scares easily – the last time I waxed was more frightening than Cannibal Ferox – but Silent Hill unquestionably hit a nerve. It's scary. Very scary.

A fact that this month left us here at *PSM* Towers with a quandary. On one hand we're here to nab the best the PlayStation has to offer and slap it on a disc for your delectation. On the other *PSM* has (by virtue of its unrivaled popularity) a duty to its readership. One of responsibility. One of morality. And one which couldn't be ignored, no matter how good the game.

As a consequence Silent Hill has been removed from the disc. The industry has grown up. And Silent Hill isn't a game for children. It's aimed at an adult audience who actively want to be scared. Which is fine. But it could prove a little strong for the younger at heart. So oldies keep your eyes open for a PSM Adult Special featuring the most extreme titles the PlayStation has to offer. While the less advanced can cuddle up for an evening with Kournikova and her bouncing... Damn, this being kid friendly ain't easy.

FANTASTIC FOUR

HOLLYWOOD STARS SIGN UP FOR FINAL FANTASY FILM

ecently, a couple of stories have come to our attention regarding the wooderful world of Final Fentacy. First up is the news that work on a Final Fentacy move is well under way, and due for release in the US in the summer of aoor. The film's going to be entirely computer generated and the Honolulu arm of Square are putting it together, claiming it to be technically more advanced than anything yet on screen.

The story's set in 2065, and follows a character known as Grey. Although the full plot hasn't yet been revealed, it will follow similar themes to the videogame series. Apparently, Grey bears a remarkable resemblance to a Mr Brad Pitt of Hollywood, California and it was rumoured he'd be taking the lead role. What PSM does know is that big-name actors and other fullywood players have signed up to make their contributions. The script's due to be written by screenwriter Al Reinert, who won an Oscar for his work on Apollo 13, Taking on voice-over dutles are heavy hitters Steve Buscemi, Donald Sutherland, James Woods and Alec Baldwin—although what characters they'll be playing are as yet undisclosed.

The story doesn't end there either, as Square have recently announced that Final Fantasy IX will be appearing on the current console, NOT PlayStation 2 as was anticipated. When we'll see it nobody knows, but it's sure to be another marathon effort from the talented team. More news on both the film, the new game, and of course, Final Fantasy XIII very soon...









BEAT 'EM UP

Hits and misses beamed direct from Planet PlayStation

KNOCK 'EM DOWN

Seeking souls and other ampiric shenanagins around the planes of hell sounded great. Then the powers that be put Legacy Of Kain back. Then it got put back again. Dolts.

adverts. The girl's just getting holiday before the Christmas aid starts in earnes!

apan sees the fourth Installment of the Beat Mania series from Konami. We haven't even got the first one plenty of budding Norman Cooks out there itching to spin the peripheral's platters

Pollen. Root cause of the most despicable allengy to

Knock 'Em Down

TRIP FOR THE TOP?

THE 3DD COMPANY WANT A SLICE OF PLAYSTATION PIE

e founded Electronic Arts. designed John Madden Football and became a legend despite (or because of) the glorious failure of his pioneering 32-bit games console. Trip Hawkins is the ultimate videogames maverick and current CEO of The 3DO Company, the publisher that intends to bring titles like Army Men, Crusaders of Might and High Heat Baseball 2000 to PlayStation.

Trip's CD-based console, the 3DO, was a precursor to the PlayStation that bombed due to inadequate marketing and software support. In the intervening years The 3DO company has re-grouped and reinvented itself as a games publisher gaining a small but significant foothold in the PC market.

Now the firm are keen to

expand into the world of PlayStation with a roster of releases that follow-on from its PC successes. Army Men is an arcade wargame featuring plastic soldiers who shoot it out across 14 missions, each one setting them up to five objectives. The game features 13 weapons including magnifying glasses and sky











The 300 Company is launching its PC titles on the PlayStation. Top: Crusaders Of Might & Magic, bettom left: High Heat Basehall 2000, bottom right: Army Men.

rockets and promises 'visceral' death sequences. Slightly more serious fare is provided by Crusaders Of Might

& Magic, an action-led RPG in which you roam about in full 3D. Stepping into the pointy boots of young-blood Drake, your job is to stop the Legion of the Damned taking over five worlds made up of verdant forests, boiling deserts and icv wastes. Then there's the pitch-mungous High Heat Baseball 2000 featuring the 1998 MLB teams, five playing modes and 37 stadia.

All three of the above are out Stateside this autumn so we can hopefully expect a them to be released in Blighty around Christmas-time.



BEER/BEERWE WANT MORE BEER..." IN TARREST YOU HAD TO EARN IT...

t shouldn't come as loo much of a surprise to discover that Tapper, (or er Tapper as it was later d), was inspired by a fair ints. It was in a bar, while ing to the Ramones, that er Scott Morrison realised his financial prayers could be red right on the premi: Inspired by the jovial, all-American atmosphere of his local haunts, Merrison set about designing his masterpiece - a

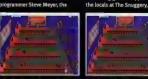
fast-paced arcade bar sim. The straightforward premise involved keeping the relentlessly thirsty, endlessly multiplying customers plied with booze, as

well as retrieving their stray glasses. With four bars and just one overworked (and undoubtedly under-paid) bar steward to tend to them, things soon became more than a little hectic. A sub-level which involved picking an unshaken can from a series of mixed-up beverages was added to give the player a rest from the interminable action.

Thanks to the assistance of programmer Steve Meyer, the

game was soon complete and Morrison set off to downtown Chicago to see if his dream of taking games out of the arcades and into atypical locations would work. In a bid to put the punters at ease, the cabinet was modified to look like an extension of the bar beer holsters and brass foot rests completed the look - and the game was soon causing a stir Having gained support from

Morrison's aspirations grew. Smooth-talking gained him a valuable licence from Budweiser, and armed with the beer firm's support, Tapper eventually achieved mass recognition. Despite its success, however, the game wasn't without fault. Endless redesigns saw the introduction of novel sound effects achieved via a microphone, a crate of beer and a great deal of wind... Catherine Chanson







You're looking after four bars, the punters are thirsty and you're running out of glasses





ELEASE: END OF JUNE 1999











ORIENT EXPRESS

US BRITS MAY BE GUZZLING STRAWBERRIES AND IGNORING THE COPA AMERICA (IT'S A FOOTY TOURNAMENT), BUT PSM'S JAPANESE AGENT NICOLAS DI COSTANZO HAS BEEN BUSY PREPARING A BOWL OF DIGITAL FINGER FOOD...







Everybody's Gelf 2: The wide of

spaces of PSM's fave polf sim return. Can we wait? No we can

EVERY ONE'S A MINNA

wo years ago SCE surprised many

PlayStation owners by releasing an arcade-style golf game: Minna No Golf, known as Everybody's Golf in the UK. In Japan Minna No. Golf proke all sales records almost topping the two million units mark earlier this year, its well-balanced gameplay and comical graphics struck a chord with players - golf is still salaryman's favourite pastime - ensuring that developers Camelot came up with a sequel. Minna No Golf 2's executive producer, Yasuhide Kobayashi, describes it: "When you first take a look at the game you immediately understand the game is different. I wanted to make a game that was very Japanese looking."

Apart from a visual re-vamp there have been several important additions including different club sets, a choice of balls and the inclusion of seasonal features Kobayashi-san explains: "In summer players will hear

cicadas. Players will see dead leaves in autumn and play under the snow in winter. These improvements are related to the graphics, but we also work to improve the game characteristics. In summer for example, the rough will be deep... In winter the wind will be strong, but the rough will not be so long so it will be easier to hit the ball out." The game will

feature 13 characters, five club sets and six types of ball to wallop around the seasonally-adjusted courses once you've beaten its Tour Mode.

We'll be bringing you more on everybody's favourite golf game next issue.











RIDE O THE VALKEN

ou can never have enough big mech-style robots in a game is a maxim developers Masaya live by, so it's no surprise that the company is updating classic 2D robo-shooter Valken for the PlayStation. Assault Suit Valken 2 Is a battle RPG that mixes chit-chat with fellow pilots with turn-based combat in which you control your own droid while your PlayStation handles the other tinplated hattlers

The action is fairly basic as you choose to move, attack or defend but expect big explosions and plenty of heavy-duty weaponry to slot into your 'bot's arsenal. The game features 50 stages as you and your metal compadres slug it out on planet jupiter.

Not a hig name in the HK Masaya are well known in Japan for the Langrisser series, but in PSM's humble opinion Assault Suit Valken 2 just might not be the title to propel the Japanese firm to European prominence.





Assault Suit Valken 2: What is it with huge robots and fighting? Why can't they all just be chums?



VANDALISM

fter an initially cautious reaction, PSM went on to embrace Konami's battle role-playing game Vandal Hearts and give it the full-on review snog action that a 9/10 score demands (PSM20). Two years on from the original Japanese release Konami have produced a sequel that manages to deliver real-time battle action along with all the hit points, spells and weaponry beloved of cardigan-wearing RPG die-hards

The turn-based play was most people's only real gripe with what was otherwise a brilliantly-constructed wargame/storyfest. Now players will be able to move their units at the same time as the enemy, forcing them to make split-second decisions about which direction to attack in and with what implements. Once all the characters have been placed battle can be joined with the

lighter, faster scrappers getting in there first, but remaining vulnerable to more heavily-armed nononents.

The game stars Yoshua, a young warrior searching for his paramour Adel. and boasts much improved graphics that really make the most of the 100 spells on offer (dragon spells a go-go apparently). What with its new story, improved looks and revolutionary battle system Vandal Hearts 2 could steal away our affections all over again.





normal to expert, you'll be expected to

perform six pieces of music by tweaking the

controller in time to the on-screen prompts.

You can even rope in your mates in a sort of

which of you is Hendrix on toast and which

Beat Mania is huge in Japan but how

P.

battle of the solos as you compete to see

another victim of the Clanton factor

will it fare in the UK? PSM will keep

von advised

the longer-haired gest. Lick that riff baby!

FUNKY FREAKS

ır guitarists beware, your virtual talent could be put to the test when Konami decides to ship the latest in the Beat Mania series, Gustar Freaks, to the UK. Using the same gameplay system as Beat Manio, the radical thing about Guitar Freaks is that it comes with a guitar-shaped controller for those wishing to pluck themselves stupid in their own homes.

In Practice mode the game will teach you how to play, presenting you with a series of lessons. Once you progress from





itar Freaks: Nice Gibsen, fella.

Vandal Nearts 2: The first one was ace and this next 'un looks the beauty. Coming to a PSM woar you...

oshinden, the PlayStation's first 3D fighting game, is to return in the form of To Shin Den Subaru (effectively Battle Arena Toshinden 4). The new game features nine all-new characters plus some hidden sorts and offers a team battle mode inspired by SNK's King Of Fighters series. Along with the usual Versus

SUBARU

SCRAPPER



Battle Arena Toshindon 4: The original 3D beat 'em up, reviewed back in PSM1, is back. As well as eleccy blue hair, one character boasts a black hog. As in a pig. Of course.

and Practice Modes there will also be Time Attack, Story, Survival, Database and Goods options (the last two opening up once the game is completed).

In a move that may atienate some, Takara have returned to the ring-out-whoops-I-justjumped-sideways-off-a-



tall-platform play of old. In fact now you can even cause the ring size to

games, a host of manga-style flash effects, it's still no match Sees Frentier II (Square) Super Bake! Tales: Time in Bruger Quest Hill

Billiard (Culture Publishers

(Names) (Names)

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Simple spon Series Vol. :: Mahjany (Culture Publishe

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To Heart (Aquaplus) D Ponce Sulledon II (

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Observed do PlayStation Mis. 111

SMASHING NEWS

ONE DESTRUCTION DERBY INTO THREE WILL GO



s mentioned previously in PSM, there is to be another Destruction Derby game -

Destruction Derby 3. However, there is some confusion as to whether or not this will be along the same lines as the crash 'n' smash we know and love. Put simply, the situation is as follows:

· Psygnosis, owned by Sony, have retained

the rights to the Destruction Derby licence. . The original team who developed the game for Psygnosis, Reflections, have split from the company.

- · Reflections have been bought by GTi.
- . During the split from Psygnosis, some members of the Reflections team joined Accolade, who have subsequently been bought by Infogrames.

Got it? Destruction Derby 3 will follow its predecessors in name and nature alone. And it won't be short of competitors. Reflections at GTi, having already made Driver, are now working on a similar game, but sadly it will only be released on PC. The Reflections team members who are now at Accolade are currently in the process of

producing a game called Demolition Racing for Infogrames.

The three titles sound remarkably similar. Demolition Racina (Accolade/Infogrames) has definite hints of Destruction Derby about it. It has been described as "High-speed, full-impact racing action in last-man-standing, destruction bowl matches."

Although it looks as though the two PlayStation titles are destined to go into direct competition. Infogrames intend to release around September whereas Sony's title will not be hitting the shelves until early next year. This early announcement symbolises Sony's commitment to keeping the Psygnosis brand alive and thrashing.

Both titles boast new cars, torturous tracks and spectacular smashes. Infogrames have revealed that they intend to add fuel to the fire with new features such as Death From Above. This is a one-hit move where you land on an opponent's roof, for an instant kill and triple points. With both publishers having achieved 10/10 scores for their previous racing games, no matter what happens it's unlikely we'll be disappointed.





More wheel-spinning, bonnet-ripping boot-smashing action beckens with the return of Bestruction Berby.

SHOULD BE A GAME

CALLING ALL CRAZY SCIENTISTS! THIS MONTH CHIEF & STEALTH OF KENT BAG THEMSELVES A GAME, AND A VISIT FROM THE DEPARTMENT OF THE ENVIRONMENT.

The Concept Remember Dolly, the second most talked about vingin birth of all time? Now you too can play God with Spliced



The Pitch You're a freshly-graduated medical student, with plenty of zeal and a £10,000 grant weighing down your pockets. This is where things start to go a little off the wall. Rather than waste your cash on traditional student staples like Pot Noodles, pints and the like, you decide to invest in genetic modification. The aim of the game is to capture media attention by creating as interesting a mutant as possible. You use your stash of cash to purchase

equipment and space to help you carry out your experiments. For instance, an electron microscope will cost you £5,000 whereas a Swiss army knife with a magnifying glass will only set you back a tenner. By the same token, you can rent space in a new research lab, or a bench in a disused abattoir. It's up to you.

Your main constraints are money and the threat of sabotage from animal rights activists. Make too many mistakes and the tabloids will even start hounding you. Oh, and naturally you're fined for failing

to dispose of corpses properly.

pages will already

know our stance -

we're all for it.

PSM Verdict A refreshingly original concept - although PSM feels that the notential ramifications of encouraging small children to dissect animals could have the RSPCA up in arms. As for genetic manipulation? Any regular visitor to our

> An all-girl cast for Snakes & Ladders.

Also of note this month:

Super-Sonic Snakes And Ladders from Kate Matravers, Take one board game, add a pinch of Tekken and Xena: Warrior Princess and you're almost there. Played in much the same way as its cardboard counterpart, but with a subtle twist - you battle for your position on the board, rather than automatically sliding down a snake

NESCAFÉ



ANY EXCUSE
FOR ONE

is for... PAL. Phase Alternate Line - the PlayStations are PAL. They display more lines to the screen than NTSC models (625 compared to 525) and so give a more detailed : image. But the screen updates less regularly so games must be speeded-up during PAL conversion or will run slightly slower. · Also... Parallax Scrolling. Moving a distant layer of background more slowly: than objects closer to the viewpoint, to replicate the movement of objects in real life. An example? Look out of the car window Also... PCB. The board on to which your PlayStation's chips are connected. Silvery connections on the PCB link all the legs of the chips. enabling them to 'talk'. · Also... Phong Lighting. A complex lighting algorithm that shades objects not only relative to the strength and position of the light source, but also the shadows and reflections caused by other parts of the object. Also... Pixel. Or picture element. The minute. coloured dots from which images are constructed. Low resolution PlayStation images are made up of 320 by 240 pixels, new games are beginning to use high-res images that can go up to 640 by 480, giving a much



squares of resty fun-

OI QUAKE II, OUTSIDE NOW

hile your residing in your bunk on a prison space craft. the ship crashes on a bizarre planet. The crew and all the other prisoners are dead or dving and you have the chance to escape... So begins GTi's Unreal, a serious contender for most anticipated game of the year, A monster hit on the PC back in May 1998. Unreal is a first-person blastorama of unequalled beauty.

The PC version of the game gets under way in a leisurely fashion, by letting you prance about in a monsterless enclave. getting used to the controls, finding your first weapon and locating some armour. After the sanctuary of the first level, though, things turn ugly. Adopting the Quake posture, your eyes are the screen. You can see your weapon of choice rocking about in front of you and the beastie-crammed environment surrounding you. And what beasties! Kraals, Mercenarys, Skaarjs, Titans - it's a veritable Gebenna of undesirables

What is an escaped convict to do? Lav waste to them of course, with the most comprehensive armoury to ever bless your PlayStation, Your initial Dispersion Pistol.

with unlimited ammo, is soon superseded by such hand-held automatons as the Flak Cannon, the Razor lack, the Automag and the devastating Eightball Launcher.

Creature Al also deserves a mention, If in danger these mothers don't hang about. Knock down their energy with some well-timed bolts and off they tazz, to seek out a hidey hole from which they can chuck the pain right back at va. As yet

details on the PlayStation version of Unreal are virtually non-existent, It has been mooted that the game will feature a multiplayer mode, but whether it be two or four-player isn't clear. For the time being, we must make do with these PC images, while next month PSM will bring you exclusive shots of the PlayStation game that could even out-gun the already beauteous-looking Quake II.



Good Christ! Is it perchance feasible that these (sadiv PC-only) visuals might squeeze within the guis of a PlayStation. We can but pray...

Ubi Soft

THE PSM SURVEY HAS BEEN CRAFTED TO REVEAL YET MORE ABOUT YOU OUR LOVELY READER 1 CK THEM BOXES AND THEN POST 1 (OR A PHOTOCOPY) TO TICK THE BOX AT THE JSJAL PSM ADDRESS TO BE N WITH A CHANCE AT SNAFFLING JP A TOP JBI SOFT GAME

Tomb Roider 4 has finally been announced. Who do you think should get the role of the lovely Lara in the upcoming film?

- Liz Hurley. She's reet posh and wears lovely dresses,
- Catherine Zeta-Jones. She's Welsh and buxom and everything.
- Gail Porter. She takes her ladyclothes off.
- D The lovely digital Lara herself. Make it a CGI movie.

Star Wars Episode I: The Phantom Menace is out. The film's OK but Jar-jar Binks hasn't gone down well. Do you think that...

- He totally ruins the film in every way.
- He deserves to die a zillion deaths and never appear again. Ever.
- ☐ He is a helium-filled Muppet cast-off from Terrahawks. He is Camilla Parker-Bowles.

Bruce Willis, the Spice Girls, the naff one out of Red Dwarf... Who else would you most like to see appear in a PlayStation game.

- Keanu Reeves
- Starsky and Hutch.
- Gail Porter, She takes her ladyclothes off, Again,
- The other naff one out of Red Dwarf.

Name	Age
ddress	
Postcode	Telephone
Single Married	Steady relationship

How much do you spend on PlayStation gaming each month?

Favourite game? Are you a big multiplayer fan?

Sum up PSM in five words



DING CRISIS



IDEAS ABOVE THEIR PLAYSTATION

MUMMY'S LITTLE ANGEL GONE HORRIBLY HORRIBLY WRONG

Character: Rascal AKA: Brat Boy

The game: PSM31 5/10 The gist: Controlling this evillooking poltroon, jump from dumbed-down platforms and solve puzzles which are more colour-by-numbers than Krynton Factor.

Appearance: You know Chuckie from Childs Play? That freakazoid, demonic little nipper's toy, that came to life and would nibble at the ankles of parents before

burning them alive? Well he's just like that. But with shades. Distinguishing marks: Less than two foot tall, hair cut by Mum, A kind of wannabe-hepand-cool Kevin the teenager, just as poorly dressed and

nowhere near as entertaining.

Typical scene: Rascal is walking along, meets some half-arsed excuse for a haddie, shoots him with his bubblegun and, well, then does it again. The closest you'll get to a challenge is the

odd platform, moving object or regenerating nasty.

What went wrong? Rascal failed to warm the hearts of gamers. So enthralled were they by their graphic achievements, the developers overlooked that all-important gamenlay, Duh.

What's he doing now? Now in Borstal and leader of the laughed-at Bubblegun Gang. Rascal turned to a life of petty crime - muggings, pickpocketing and being very ugly.





RESIZ FANS READY TO SLOPE OFF

hreddin' the slopes has never been more fun," according to Todd Thorson, Capcom's senior marketing manager, Trick 'N' Snowboarders is coming to the UK soon, a direct port of the Japanese hit Tricky Silders. No more be-mouning the turgidity of snowboarding titles round here, this is very, very different. White all your usual features are there, (half-pipe, aerial events and snowboard park), it's the hidden characters that have got us interested. In a fit of cross-game referencing you'll be able to slide down the slopes as characters from Resident Evil 2. Weird or what?

Leon and Claire both don their respective bobble hats, strap on a plank and waggle their way down the mountain. You'll also be able to play as the Zombie Cop, although how agile the marionette-like monster is remains to be seen.



All pretty impressive, but the secret to this particular sim's not in its half-pipes but its hidden characters,



ome of the more recent comic licences to appear on the PlayStation may have been disappointing, but PSM has high hopes for the new Activision title, Spider-Man. The game is being developed by Neversoft, the force behind the Bruce Willis-fronted fun-blaster Apocalypse, and will take everyone's favourite web-slinger into the third dimension for the first time.

Billed as a "combination of combat and exploration," this action/adventure has Spidev facing up to some old adversaries - Venom. Carnage and Doc Ock, According to Neversoft you'll be able to swing from rooftop to rooftop.

sling webs and climb walls, all in a glorious 3D world. Expect to enter spooky subway tunnels, search a prison for super villains and explore Manhattan in pursuit of more evil-doers. Spider-Man is due for release early next year.

BOOTY

CRACK OPEN A GAMES SCAPIII A AND DECANT THE LIQUID INTO A HOT PRISM DISTIL AND TIP ONTO A PAPER TOWEL THIS IS WHAT'S LEFT - DESPATCH POSTCARD PICKPOCKETS IMMEDIATELY



LEGO NABOO EIGHTER

Lego keep it unreal by launching this Phantom brickwork. A Naboo Fighter looks double-cool launching laser weapor at the fruit howl. Zap.

TALKY BOX

Big-bearied South Park fella speaks manda-dafta when impregnated with batteries. Bude boy!



LOUISES

CyberKojak with these Hick Street Fighter blowpeps

PHONE 'N' CELLNET

het like a businessman buying and solling pork bollies with this Philips mobile and £50 worth of free air time. See below!

Wardrobe a homage

GAMES CHEMISERY













to the pitiful work of Pierre Sangan? Then scoop these to look um... chic-er. [1] GTA: Landon 1969 catton T-shirt avec shooting dude motif. (II) Pale blue Wip3out space shirt. [3] A fleece from the Parisian studio of Yves Saint Crvo. [4] VIVA Football sportswear, (5) A Rollcage tabard. [6] 360 degrees of Cryo entton blouse.

WIN STUFF!

eer through heavy-lidded ears and cry, "Desire is mine!" No you can't lightly braise the items and serve with a crisp dressed salad. But you can hold them, tease them and make them hot, like a human part. But you must win 'em first. So do this. Fill in missing word on a postcard. Add name, dwelling and the words Booty 48. Then post it to the addresse usuale. Dashed well done to Dave J List who scooped the Star Wars

Booty 46. Winners of the South Park Booty 46 will be notified shortly. Anyhow, this menth, the closing date is 10 August 1999, The Ed's decision is The Ed's decision and very final to boot. Take just one go, no under 18s, and them Usual Compo Bules™ apply...

Q: Tabby cockerney man Bob Noskins used to say: "It's good to ****..."













o of a few ly 2. So let's

Peuzeet 206 Gti nacorosa

- Three door hatchback
- · 2.0 petrol engine
- Top speed of 130 mph o-6omph in B.
- Digital air conditioning
 Climate control

- Remote control sterno
- - · Alloy wheels
 - · Dual front airbaes
 - · Power steering
 - · Engine immobiliser · Alarm/Deadlocks
 - Plip central locking
 Electric front window

 - Body coloured
 - bumpers
 - e Chrome exhaust

See the car on the left? Thanks to PSM and Infogrames, it could be yours! Yup, but for a four answers and a game of V-Relly 2, you could win a brand-new Pougoot 206 Gtill So what's the car like? According to Cor

magazine, the Peugeot 206 GTI boasts "a great engine response, brillient steering and a flick-lightness". Good lawks.

and, if you're lucky enough to be drawed the PSM hat, you'll be entered into a feet (or woman) race-off of V-Rally 2. To the in racer? A new car! To the losers? Bus fine! Of course, it helps to be good at divisi games so get practising NOW. Make some

PSM50 for the full rundown of winners!

Answer the following questions came

Name three manufacturers in the current World Rally Championship

PEUGEOT 206 GT

 $\angle \Box \Delta \Box 1$

How many rounds are there in the British Rally Championship?

How many times has Carlos Sainz won the World Championship?

How many railles are there in the World Championship?

Who won this year's Corsica Rally?

6 What country does Ari Vatenan come from?

Where was V-Rally 2 developed?

Exactly how many cars are there in V-Rally 2?

What year was the Federation Internationale De l'Automobile founded?

Which due wrote "Slip Slidin' Away"?"

V-RALLY 2 COMPETITION

MAME-

■ ADDRESS

■ DAYTIME TELEPHONE NO:

QUESTION 1

■ QUESTION 2

■ QUESTION 3 ■ QUESTION A ■ QUESTION 5 ■ QUESTION 6

QUESTION 7

■ QUESTION 8 ■ OUESTION o

■ QUESTION 10

Once filled in, send this coupon to this address:

V-RALLY 2 PEUGEOT COMPETITION, 24 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 45W

promotes sub-17 year olds getting behind the wheel IPSM or infogrames cannot be held lespons to a comment ost to transit. Employees of Peugeot, Future Pub ishing or Infogrames are neighble for each and an date, ten answers will be drawn at random from the entries received thus far. These willness will be drawn at random from the entries received thus far. These willness will be drawn at random from the entries received thus far. These willness will be drawn at random from the entries received thus far. These willness will be drawn at random from the entries received thus far. you are unable to attend your place will be filled by another random thoice. Entres ship of the filled by another random thoice. form or a photocopy. Closing date for entries is 12 August. Winners will be contacted if the individual of the closing date and the race off will happen soon after Don't call us like I call you in the contacted in the contacted

the markey of the line of the









NAMCO'S '80S ICON IN ALIVE-AND-GOBBLING SHOCKER

ne of the biggest figures in videogames is to make a comeback in an all-new 3D adventure, Pac-Man, the most famous vellow blob of pixels in the world, is to return in Pac-Man World 20th Anniversary, Shrugging off the shackles of 2D-ness 20th Anniversary combines three playing modes: Quest Mode, Maze Mode and Classic Mode - the first two being genuinely new Pac-Man games, while the last enables you play Pac-Man in classic form.

In Quest Mode the big P will have to explore six worlds and find keys to release six of his bezzy mates who've been mprisoned by his evil alter-ego, Toc-Man. n this mode Paccers can shoot, roll, bum-Thump and swim his way across the three evels that make up each world. His guest mill take him from a pirate world, where Pac





pirates, abouts, and, of course, plenty of maxes packed with little white pills,

needs to free his dog Chomp-Chomp, into outer space where the Galaxians(!) are holding Professor Pac hostage and finally to Toc-Man's evil abode where Ms Pac-Man is being guarded by skeletons and giant bats. One of the levels even reveals the origin of all those little pills. The origin of Pac himself isn't as mysterious - he was dreamt up by Tohru Iwatani after he took a

slice of pizza and was inspired by the shape that remained.

Lovers of mazevness aren't likely to be disappointed as Maze Mode gives you the chance to chase the ghostly Inky, Pinky, Blinky and Clyde around a 3D labyrinth. Classic Mode, meanwhile, is an arcadeperfect version of the original Pac-Man game. Expect him by Christmas.



MOTHER ECLECTIC TRIUMVIDATE OF CLITTERING CANA SAUCERS TO ADD TO THE COLLECTION. FILE NAMER 'N WE'. IF YOU HAWER'T ALREADY.

RESIDENT EVIL 2 acoon City's overrun with zombification. With more than a passing nod to classic thrillers like Assault On Precinct 13 and Dawn Of The Dead, Resi 2 supremely outdid its predecessor in terms of schlock value. From the opening moments of the game the carefully worked-out plot dragged you screaming through the small hours. The suspense it built up was innately cinematic, and for most of us, it was the first time since Tom Baker played Dr Who that we were found cowering behind the sofa. Lightening the mood a little (thankfully) was a rather touching

romantic tryst between the characters, although it was

less The Horse Whisperer and

more Scream. Key moment? Stalking down a darkened

corridor in the optice station

and suddenly finding yourself sucking face with a licker. Bit like most Friday nights round here really.

Summary: Hammer horror in the house. PSM Verdict: 9/10 (PSM31)

FIFA '98: ROAD TO WORLD CUP

hhh, 1998 and le grand tournol for the cup of cups. How close we got and yet how very, very far. In the interim Mr Beckham has gone from being the inspiration behind a gibbet swinging effigy in Essex, to one of the greatest players in Europe, FIFA '98 gave us the opportunity to recreate the path to the holy grail of hackeysack hoofers everywhere. Yes, it was flawed, although still years ahead of its previous incarnations. Even the eme fluidity of Mr Ginola's motion capture contribution couldn't hide the technical problems. But, having said that, the gameplay was super sharp, with a very intuitive control system. You could pick it up and play a decent match with

any of 192 national sides from around the

world. Which is, of course, exactly what you want from a football game.

Summary: The lads done good. PSM Verdict: 8/10 (PSM28)

COMMAND AND CONQUER: RED ALERT

iven the current climate in the former Yugoslavia, it might be prudent not to big-up the glories of war, but as real-time strategy games go it doesn't get much better than Red Alert. Huge missions, supremely detailed and captivating cut scenes, large bombs and the opportunity to play at being Field Marshall Haig for a few hours.

One of the key features of Red Alert was that it really gave you a sense that you were participating in a full-on assault. The plot dragged you in and kept you up until four or five in the morning, still dribbling for mo Multiplayer action was, of course, the ultimate bonus and certainly pushes this game into the big league.

mmary: Go forth, and wage war. PSM Verdict: 9/10 (PSM28)







WITHIS MIKE GOLDSMITH PICTURES MARTIN BURTON

BEZ

RUBBER-LIMBED GO.GO DANCER FOR THE ONCOMING APOCALYPSE, BEZ DHILLS OUT WITH A SUCE OF COOL BOARDERS 3 AND AN AMUSING CHAPEAU. UM...

You join PSM on the Ms7. Your correspondent and similarly solide photographer are currently in pursuit of a flower as GGI being driven the wrong side of yomph. The car bobs. The car weaves. The car has a 'Keep Your Distance' sign casually hanging off its rear window. PSM winces deep from within its sculpted leatherattic seast, yet is secretly reliabiling the opportunity to play the below currently disappearing into the distance at the similarly lairy Ridge Racer Type 4. That's If we ever catch up with him...

"You know that Charlie And The Chocolate Factory?"

"He warned about this type of thing 40 years ago. He did! This big bad generally all these board-games and tried to brainwash kids into being assentitude to murder and that, it were in the film! Don't you remember the big had

general who takes over Willy Wonka's chocolate factory? The all-making machines and all this secret stuff going on? Unions it's another film I'm getting mixed up with..."

Mark Berry is in the middle of a serious sociological (realise on PlayStation and its intoxicating effects on The. Nation's Yoof. Bonkers behaviour given the escapades the Happy Mondays hooder got up to under his nom de guerre of 82e. Zurally for him to cast the innocent delights of PlayStation is the perverter of youth is hypocrisy of the highest order. Especially considering the Charlle And The Chocolate Factors Sez recalls is one PSM has never been prive.

For those who've been living on Pluto for the last decade, we acspaces PSM alludes to are the stuff of legend. Reaming up with losh haired surrealist Sharu Ryder, Happy Mondays defined the Madchester movement of the loosely-attired late 80s. Ground-breaking alloums, dubious recreational pursuits, We-lineatening car crashes. Plils 'N' Thrills And Bellyaches was the name of both an album and a lifestyle and it's one the Mondays are returning to now they've reformed. The Boys Are Book in Town ramraided the charts earlier this year and with a Grandest Mis compilation out now, the Mondays are back in all their frazzled glory. Mice work if you can set it. Mis Bez...

"It's alright! It has been really enjoyable. I've been able to just me house in order and I've been wanting to do that for years. We've off to libza next for for ur days! We've only going cos it's libza and that Manumission is a mad club. I can't wait...

And after that? Shaun hinted recently that a new album could be on its way. We haven't got a clue what's happening 'cos no one knows and no one's socided," reveals the skeletal one, skyly eyeing the PlayStation poking out of PSMbag. "There could be. There's talk of it. The reality is that it's only talk though." With the future suitably hazy, PSM proffers an insocent question on the past sepiloits of the Mondays. The Bez smiles. He may have contributed strongly to sale

of Jamaica's favourite herbal export, but his brain remains as wide as his pupils.

"It's all in the book! Whenever I get asked questions, I always say, "BUY THE

BOOK! IT'S ONLY £9.99 FROM MACMILLAN! READ ALL ABOUT IT!" Her her her...

With Bez keeping schtum about his previous escapades, we are forced to try as our way into his affections. Perhaps Sir would like a go on our PlayStation?

"The game I like the best at the moment is Colin McRae Rally," he declares.

Intowing an unprofessed inside knowledge of the Sony überbox, "I've got me steering wheels and pedals — I just want the driving seat now 'cos the pedals end up often everywhere when I'm braing! They ought to make a proper handbrake as well acyou can hit it any time. I like all the driving games 'Cos! Ilic driving." We noticed.

"When I was a kid, the first game that was out was that table tennis thing."

Then Space Invaders... I was 16 when that all started so I sort of missed all that
accade stuff. I was into football and air rifles and other mad things like that."

Bez disappears into the distance, intent on extracting his steering wheel from
the building site that is currently his home. He returns not only with a steering wheel
to what can only be described as a sodding great snowboard.

"Tve just been snowboarding in Andorra and bought a new snowboarding in end bought a new snowboarding in and bought a new snowboarding in a new snowboardi

Snowboarding? Bit too Newquay for us, mate.

"It's alright," enthuses Bez, gurning for PSM's lens-smith. "When I was there are a clients only happened to the skiers. The snowboarders had the odd

broken collar bone, but that was it. I didn't get to the jumpling stage. I just ripped down the mountain..."

PSM sees its chance and swaps Tekken 3 for the Cool Boarders 3 it has wisely chosen to bring. A fine game that's enjoyed by all but a tad tricky to play when strapped to a plank. Time for something a bit closer to Bez's heart. "It's a bit dark, Innit?"

With the lack of Colin McRoe Rally, PSM reaches into its pandorian games bag and emerges with the crash-happy refest that is Rally Cross 2. Bez remains unimpressed.

"It's not too good this one," he decides, "It's not as good is Colin McRae. I'm trying to get the in-car view but I can't find it." Erm, 969 Studios have evidently forgotten to include that finest of all racing views and thus the pedals have to be retired. A shame, given the surprise that is Bes's proficiency, PlayStation. Where once were marcas, now are joypads... "Nuts (the Kernit-allice rapper who sings alongside Ryder in the Mondays) plays PlayStation a lot," reveals Bez. "He plays all of us. He grew up in that computer age so he's used to PlayStation and all that."

Jeakous of messing out the first time round?
"I'm reliving it all now, aver't i? Heln the li.
With a strug and that omnipresent chucke, Bez smiles the smile of a man who is having his cake and necking the lot.
With tales of motocross and skateboarding and the prospect

or much sauciness at lbiza's infamous Manumission club, surely there is something the man hasn't tried? Bust A Groove is somewhat predictably slapped on, Bez remains seated instead of his customary muppet-on-tartrazine gait. It is deemed merely "OK" and brings up an obvious line of conversation. Could Bez imagine himself in one of these games – a secret character in Bust A Groove 2, say?

"If I could be in a PlayStation game, it'd be ace," he smiles, lobes racing at the prespect. "That'd be really furny, We could definitely do some music for a game. What would we do? We'd have to do something pretty wild for the PlayStation; wouldn't we? Do you get good dough off it?"

Ask Fatbov Slim, He should know...

"I bet he does!"

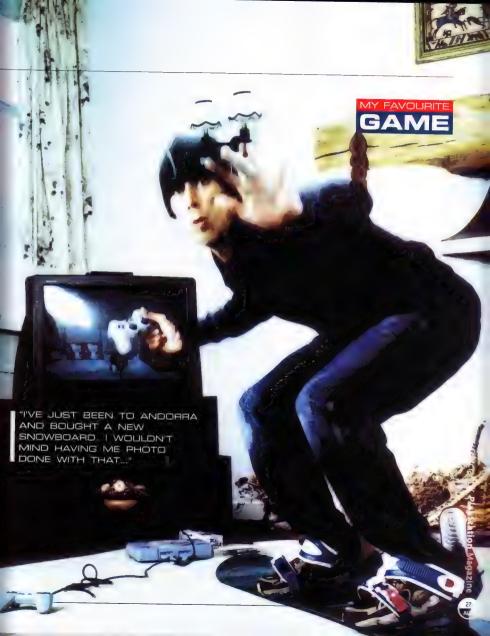
Enough. The day is drawling to a close, the steering wheel is packed away and PSM's games bag is liberally fleeced by a man who has seen it all, done it all and turrently preparing to do it all again because he understands it for what it is, "Yeah, I like rock 'n' roll, me! That's me, rock 'n' roll, you know what I me! n? Give er ock 'n' roll.

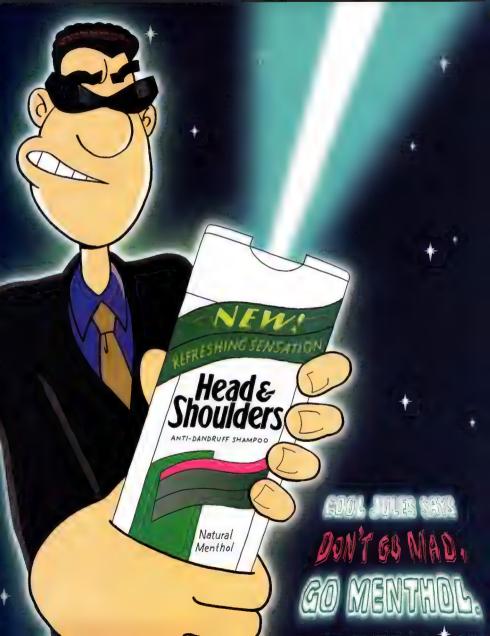
Wise words, Bez, wise words











Interactive

YEAR FORMED: 1955 BASEN: Beverly, Massachusetts

NUMBER OF EMPLOYEES: ASO

KEY PEUPLE: Tom Dusenberry - president, Tim Christian - managing director international), John Hurlburt business general manager, lim Adams - group head American sales, Tony Parks - group head R & D, Scott Dodkins - commercial HASBRO director (international), Dominic Myers - strategic murketing director (International), Gilman Louie - chief creative officer and lim Buchanan - business general manager. MicroProse and Atarl.

THE PAST: Hashro have always known how to get people playing. Remember: Operation? Action Man? My Little Pony? fraction of the more traditional toys and board games in their back catalogue and as of the last year or so, Hasbro is looking to utilise their expertise in the toy business to make inroads into the videogames industry.

Despite being a mere babe in software terms, after only four

years of publishing games Hasbro are already: on their way becoming one of the top five multi-format publishers in the world. How

have they managed to achieve so much? Because like Mr Stay Puft, they've

> Recent acquisitions of such have secured Hasbro a back catalogue of some of the world's best-loved game titles. The first to be released on the PlayStation is Centipede, that retro trackball

favourite, re-mastered with the full benefit of today's sophisticated technology (ie they've made it 3D...). October '98 was also a busy month, writing out hefty chequesto aquire such developers as Avalon Hill (creators of strategy, sim, adventure and RPGs) and the somewhat-bigger MicroProse.

MicroProse have a HUGE presence in the PC market, having released a successful range of strategy, sim and 3D action titles. Such award-winning franchises as Magic: The Gathering, Star Trek: Next Generation and MechWarrior will ensure Hasbro can move away from the restricting confines of retrogaming. Having taken these first

tentative steps. Hasbro are looking to proceed in leaps and bounds into the competitive world of PlayStation gaming. One to watch...

THE FUTURE: As the

fourth biggest publisher of PC games. Hasbro is taking its move into PlayStation seriously, with a broad spectrum of games. Titles such as the bonkers 'glove sim' Glover are whereas PlayStation conversions of its flight sims and action titles will. appeal to the older, more sophisticated, sector of the gaming

world. At the moment though, Hasbro are concentrating on the younger end of the market, repackaging such old 'classics' as Pong. Are Hasbro saving their PlayStation 2 or can we hope to see these on the original console? The likes. of Worms 2 and Action Man seems to say no but if their PC track record is unything to go by, keep 'em neeled ...



FROGGER

Stop, go, stop, go, splat! Who could ever have foreseen the hours of fun and frolics a gamer could have just crossing the road? Answers on a postcard 'cos we haven't a clue...



RISK

Risk successfully made the move from cardboard box to placey disc when it was released for the PlayStation in 1998. Beloved by strategy fans, reviled by others.



MONOPOLY

Another box-to-disc conversion but this one lost its appeal (eg stealing cash from the bank is impossible). Still at least you didn't lose the hat, Or the dog. Or the hotels or the...



X-COM UFD ENEMY UNKNOWN

An atmospheric and gratifyingly complex game. The first in a muchloved series whose popularity extended across platforms.

CURRENTLY IN PRODUCTION



WORMS 2

ARMAGEDDON The sequel to the much-loved Worms. Expect heaps of sadistic annelidical fun, top new weapons and an, um, cast of thousands...



The return of the retro classic. Now sporting a 3D makeover, Pong is recommended for gaming neophytes taking their first paddle In the world of PlayStation.



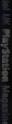
MISSILE COMMAND

Featuring all the key elements of the Atari original, Missile Command sees the return of an '80s classic. Explore new 3D worlds and protect starbases against alien attack.



ACTION MAN

The chapless chap comes to life in this toy/adventure game, which promises an, erm, action-packed combination of action, counterespionage and grippable hands.



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9/10 OFFICIAL PLAYSTATION MAGAZINE



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UNIVERSITY CHALLENGE

PSM INTERRUPTED THE SUMMER BALL AT THE UNIVERSITY OF HERTFORDSHIRE TO PICK THE BRAINS OF 12 OF THEIR MOST ESTEEMED STUDENTS ON THE FINER POINTS OF ACTUA SOCCER 3. HMM...



Interesting fact: I'm excessively etelligent (and clueless). Actua Soccer 3: Addictive, intoxicating.



IF: I've done the full monty!

Actua Soccer 3: Easy to use, good visual effects.



IF: I used to play rugby.

Actua Soccer 3: I reckon football is for wimps.



IF: I am distantly related to royalty.

Actua Soccer 3: Great football game, but I'm rubbish at it.



IF: I breed sea monkeys.

Actua Soccer 3: Fast, furious and feisty

_ust like me).



IF: I like dressing up as a man.

Actua Soccer 3: Ladies don't play football...



IF: Sam: I'm a cosmic girl. Jules: I have great girth.

Actus Soccer 3: 9/10. Best Actus yet.



IF: I frequently strip.

Actua Soccer 3: Top Banana. Best soccer game I've played.



IF: I have bathed a legless man.

Actua Soccer 3: It's definitely the game of the season.



IF: I am a boxer, so don't mess.

Actua Soccer 3: It's even better than the FIFA series.



IF: I fly planes.

Actua Soccer 3: The graphics are wicked! They're very realistic.



IF: I strip for my flat mates.

Actua Soccer 3: I can do some pretty coal shots.





Serves 1-4.

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Official PlayStation Magazine

'The best multi-player game money can buy'

namco

ΔOXI





DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PSM AWARDS '99



PlayStation Magazine



electronic

Tears of joy, howls of despair, bathtubs full of champers... It's that time of year again! Following on from last year's stupidly successful event, we're once again giving YOU the chance to vote for your favourite games in the Official UK PlayStation Magazine Awards 1999. Make games, break games and, most importantly, earn yourself a place at PSM's table at the most

prestigious videogames awards ceremony in the world...

I hepan small, but perfectly formed – and III about to get bioger Hosted by the saucy Jayne Middlemiss and staged at the Limelight Club, 1988s Official UK success/Station Magazine Awards were a huge: success/Station Magazine Awards were a huge: success/Station Community VII as Best PlayStation Came (Tomb Raider 2 and Tekken 2 took, the other places on the podlum) while the Awards Panel dished out such prizes as Best Sports Game (ISS Pro.), Best Driving Game (TOCA) and Best Game Character (Lara Croft, of coursel). Such a swelligent, time was had by all that we've decided to do the thing again – but on a way bigger scale.

To be held on Thursday 12 Aurost at The Sound Republic in Leicester Square, this year's Awards will be compered by the dazzling Denise Van Outren and sponsored by Electronics Boutique and Sony Computer Entertainment Europe. The Official UK PlayStation Magazine Awards 1999 will once again

be a mix of reader votes and industry recognition. The best games, genres, characters and music will be voted for by PSMS 500,000+ readers as well as in-store voting throughout July and August at the 185-strong Edecronics Boutleuge chain. With last year's awards eliciting over 50,000 responses(), the Awards represent the opinion of the whole of the gaming community and recognise the very best the-PlayStation industry has to offer.

What does this mean to you? With prizes galors to be won, plently Not only could you be the yourself, you could also bag a £1000 worth of PlayStation goodles to bood! See over for the 200 games nominated for the Readers! Award for Best PlayStation Game, rules on how to vote and that full prize list. Updates on the voting will be published mext issue, while the full run down of the awards will appear in the 50th issue of PXM, Out Marky September. Get voting!



Presented by the divine Jayue 'Nice Tiara' Middiemiss, 1998's Official UK PlayStation Magazine Awards was a dendy affair with expensive glass PlayStations going to Care, Konami and Sony, Super awanky!

Official UK PlayStation Magazine





CHESCHES AND ADMINISTRA

ELECTRONICS BOUTIOUE STORE MANAGER AWARD (Voted for by store managers of Electronics Boutique)

REST GAME CHARACTER

Nominations: Lara Croft, Solid Snake, Yoshimitsu, Abe, Raiko Hugase, Crosh Bandicoot, Croc

BEST SPORTS GAME

Nominations: NBA Live '99, ISS Pro '98, FIFA '99, Anna Kournikova's Smask Court Tennis, NFL Blitz

BEST BEAT 'FM UP

Nominations: Tekken 3, Street Fighter Alpha 3, Rival Schools

BEST DRIVING GAME

Nominations: V-Rally 2, Oriver, Ridge Racer Type 4, Orien Turismo, Colle-McRae Rally, TOCA 2

MOST INNOVATIVE GAME

Nominations: Music, Oddworld: Abe's Exoddus, Metal Gear Solid, Bust A Groove, GTA: London 1969, Ape Escape

BEST CAME DEVELOPER

Mominations: Core Design, Squaresoft, Names, SCEE, Crystal Dynamics. Reflections, Naughty Dog, Konami

BEST GAME PUBLISHER

Nominations: SCEE, Eidos, Infogrames, Electronic Arts, Konami

BEST GAME GRAPHICS

Nominations: Metal Gear Solid, Tekken 3; Eriver, V-Rolly 2, Ridge Racer Type 4. Abe's Exoddus, Crash Bandicoot 3

MOST ADDICTIVE GAME

Nominations: Bust-A-Move 4, Anna Kournikova's Smash Court Tennis, Metal-Gear Solid, Crash Bandicoot 3, Gran Turismo

Will voted for by the The Official UK PlayStation Managing Awards Panell

THE OFFICIAL UK PLAYSTATION MAGAZINE AWARDS 1999 READERS' AWARD FOR BEST PLAYSTATION GAME (WITH TWO RUNNERS-UP)

(Voted for by readers of The Official UK PlayStation Magazine).

BEST IN-GAME MUSIC

Hominations: Music, FIFA '99, Rollcone, Ridge-Rocer Type 4, Bust A Grouve. CTA: Landon 1969

(Noted for by: Brett Anderson (Suede), Feeder, Norman Cook (Fatboy Slim), Gaz and the lads from Supergrass and Damian Harris (Skint Records) - TBC)

BOW TO VITE

Voting couldn't be easier! Just take a gander at the games listed in this feature, choose the best three titles, follow the steps below and the chance to win BIG is but a vote away...

One way to vote is to dial the Official UK PlayStation Magazine Awards Hotline on 0901 3882240. Enter the three-digit code for your choice of Sest PlayStation Game using the touchtone activated service, as instructed by the recorded message. The codes you need to enter for each game are next to the game in the nominations list (eg For Actua Golf, enter 001. For Actua Soccer; enter 002 etc).

RING NOW 0901 3882240

Notes Colle cost 25 shace at all three. Please detain permission from the fall power before calling. As we to enter The Official UK PlayStation Magazine Awards 1999 Prize Draw, you must fill in and send off the on in this magazine. Cut-off date for voting and prize draw entry is 04/08/99.

Another way to vote is to fill in an entry form. Either visit your local form at Electronics Boutique for full details, rules and regulations.) You will be required to fill in your name and address, which will automatically enter you into The Official UK PlayStation Magazine Awards 1999 Prize Draw, Or turn to page 37 and fill in the entry form. Affix a stamp and send it (or a photocopy) to PSM Awards, 30 Monmouth Street, Beth BA1 28W to be entered into the draw.

where the results of The Official UK PlayStation Magazine Awards 1999 will be announced.

THE PARKET

So just who will have the deciding vote on these most prestigious of awards? This little lot, that's who...

Mike Goldsmith (Editor, Official UK PlayStation Magazine)

Sean Atkins (Editor, PlayStation Power) Will Groves (Editor, Essential PlayStation)

Andy Dyer (Editor, PlayStation Max)

Juan Montes (General manager of software development, SCEE).

Ronnie Dungan (Editor, CTW)

Lisa Morgan (Director of purchasing, Electronics Boutique)

Jeremy Smith (Managing director, Core Design)

Jamie Theakston (Popular Televisual Personality – TBC) Aleks Krotoski, Claudia Trimde, Emily Newton Dunn (Presenters, Bitz)





Colin McRae Rally Colony Wars ? Vengeance.. Alert: Retaliation03

Darklight Conflict... Dead Or Alive......

Destruction Derby 2.
Die Hard Trilogy......

Dynasty Warriors

Actua Golf	
Actua Soccer0	
Adidas Power Soccer0	<u>04</u>
Adidas Power	
Akuji The HeartlessOr	
Atlen TrilogyDI	07
All Star Tennis0	98
Alone In The Dark Di	
Alundra0	
Court Tennis	
Ape Escape0	
ApocalypseD	
B-Movle0	15
Battle Arena Toshinden.0	
Black Dawn0	
BLAMI Machinehead 0	
Blast Radius0	19
Bloody Roar 2: Bringer (
The New Age0	20
Bloody Roar:	
Hyper Beast Duel0	
Bomberman0)	
Breath Of Fire III0	
Brian Lara Cricket03	
Broken Sword0	
Broken Sword II: The	
Smoking Mirror03	
Bubble Bobble 20	

Bushido Blade.







	Tokken 3, TOGA 2,	Apoca
	FIFA '98:	
á	Road To World Cup.,	
4	FIFA '99	
i.	Final Doom	
	Final Fantasy VII	O. C.O.
		069
		070
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	Legacy Of Kain: Soul	and pro-
	Reaver	
	Lemmings 3D	000
	Madden '97	096
	Madden '98	
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Marvel Super Heroi	
MDK	
MechWarrior 2	
MediEvil	
NHL Face Off '99	
Oddworld:	
Abe's Exoddus	
Oddworld:	
Abe's Oddysee	
Overboard!	
andemonium	
andemonium 2	
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Ridge Racer Type 4, Abo's Exeddus, Tomb Raider 3, Crash Bandiceet 3, Celin Mellae Bally... Success is but a phone sail away. Use that vote misely...

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A glittering smorgasbord of prizes await you, our beloved reader, but for the price of, well, hardly anything. Either send off the coupon next to this list, or complete a voting form at your local Electronics Bouldue with your name and address and you could win one of the following...

First Prize: An all-expenses-paid trip for two to The Official UK PlayStation Magazine Awards 1999. This includes accommodation at a top London hotel, all travel expenses, plus entry to the Awards (includes two seats at the PSM table, a post meal and possibly too many drinks for you both). On top of this, you win a grand's worth of shopping sprea at your local Electronics Boutique. Bargain!

Second Prize: A 500 quid shopping spree at your local Electronics Boutique.

Third Prize: A free subscription to 12 issues of your favourite PlayStation magazine - the Official UK PlayStation Magazine!



ONCE THE COUPON IS THE THE THE SERVE TO SERVE TO SERVE THE SERVE T

ADDRESS:

TELEPHONE NUMBER:

TOP THREE CAMES

1.

2.

telest Electronics Boutique and SCEE are not eligible to enter. Usual empetition rules apply. Cut-off date for visiting and prize draw entry in the control of the control

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>UipDout

Flickering on a television screen in a Leeds office, a familiar futuristic type-face reads, "The return of the game that kick-started an era.". WipEout's back, but can Psygnosis deliver the bomb three times in a row? Dan Mayers shoots up North to find out...

ace it, of all the titles that were released slongside this fledgling.

PlayStation, WipEout was the most breathtaking. Everything we wanted from a new breed of computer game was there—the flutlighte ships, the speed, the soundtrack... All of which, allgod with a inpulie effective.

marketing strategy, made it easily the most recognisable brand on the console. 1995 saw WinFoar pods in clubs, and constant cross-cutain referencing made people who wouldn't have done atherwise go out and buy a Naj-batione. This made a huge contribution to the shacking becoming the lifestyle accessory that it is today. The rest, as they say is history.

Despite being flawed in many wisys, not to mention exceptionally difficult) it was the essence of WipEout, carefully crafted by Designess Republic, that made it so outstanding. Thus, clearly on to a good thing, Psygnosis_threw out >







- 3) Amazing, isn't it? Fly through the air with the greatest of ease. Turn the corner and it's BANGI... Straight into a force wall. Contender eliminated.

a revamp a year later in the form of 2097. This time the most noticeable feature was the garish colour-scheme, perfectly in tune with the likes of the Prodigy, who cropped up once again on the soundtrack. Technically it was superior, more fluid with varied courses, but still demanding a high level of gameplaying ability to complete. The weapons system was cranked up, and the phrase 'contender eliminated' became a cat call across the nation. Now we're at the tail end of the millennium, four years since the first installment, and another sequel looms. Given that programmers can now do things with the PlayStation never before dreamt of, just what are Psygnosis going to do next? "Wip3out still has the feel of the original, but we've increased the number of features ten fold," says Alan Raistrick, head producer For example the tracks are made up of over 400 sections. which is much longer than 2097's ever were."

Ahhh, the great track debate. The original games were celebrated or in some corners cursed - for the complexity of their tracks. Can we expect more of the same? "Kind of," says lead artist Nicky Westcott. "We've tweaked the tracks they're smoother and more fluid. We thought that was truer to the

Despite being flawed in many ways, not to mention exceptionally difficult to play, it was the essence of WipCout, carefully crafted by Designers Republic, that made it so outstending.

WipEout series and the whole anti-gravity experience. It means you don't slow down!" The actual process of working out the tracks was pretty involved. Originally they had 20 to choose from, and everyone just piled in with ideas, which were tested to death on the 2097 engine. "At the end of that process we made a democratic decision to knock 12 out, leaving us the final eight, which we're moulding into the new engine," reveals Nicky Any chance of seeing the other 12 in some form or other? "Who knows? They might crop up as extras.

We've now got eight teams to look forward to, and Psygnosis have tried to even them out so there's more than just a couple of ships worth racing. "Wip3out's set 50 to 100 years in the future. Technology has improved and consequently the ships behave better We didn't want everyone to only race the Feisar team or whatever." comments lead designer Wayne Imlach. That did seem to be a problem in the first





[] - 2] Screens. That split in two. Again. Multiplayer madness is on its way.

was as if the Al of the ships hadn't quite been thought out enough. accedes lead programmer Nels Paterson. "We felt one of the big problems" was the fact that the other ships didn't behave as they would in a real life race situation They followed the best racing line as though it were a spline, and would just shoot off in front and wait for you to catch up. In this game we've managed to fit in a more realistic engine. in as much as we've factored in a margin of error. It'll roll into the corners, hit the walls and even slow down to take bends more realistically." Surely this is going

couple of titles, a to help counter the accusations that the first game had too steep a learning curve - the first couple of tracks were easy. then it suddenly got rock nard? "Yeah, a video sent to us by a bloke from America who'd played the game so much he was following the spline almost perfectly. That video was actually very useful to us because it showed us that h'could be done and b) we could see the mistakes a very good human player made and apply them to the art ficial

Ace! So can we have a go or what? At which point PSM swiftly finds itself

intelligence of our machines." **SOMB THE BASS**









[1] No doubt we'll be seeing some of these cutesy. Tamagotchi-style images shirts very seen. IZ - 43 All the grays and browns Designers Republic have used give the whole game a much more sober, serious feet. Let's face it, who'd want to be less than sober flying round these tracks at a le of hundred miles an hour...

these chaps seems to have spent a remarkable amount of time

ensconced in a leather swivel chair, being handed the control First morestions? It's still as twitchy as it ever was ant for the part we clapk along the track, banging of the wells like pinball. Eventually we get back into it. The Affalog Controller the airlingles to negotiate the turns of sandenly the path splits in two. What the ...? Alan's grinning in the seat next to us, "Yeah, we've put a load of them in. It's

going to add much more strategy to the game. There'll be a couple of paths, one of which is a short cut, the other an attacking route. By flying down one you'll get all the weapons you need to fly an aggressive race. The other's just a simple spee "grough," Having handled that little surprise, the track feeds into a hugerstale he terskelter. It's quite easy to negotiate, but the feeling as we fly down the concentric tircles faster and faster is amazing. Definitely up there with the rush you got when ou first flew over the huge jumps of the original game. Stomach churning

We can expect a huge explosion of weapons in this one too, including five of the favourites from 2097, although they have been tweaked a little. Alan tells us,

"The multi-missile from 2097 has changed in that each missile now targets independently. So if you have three opponents in front of you, they'll hit one each. If you have one, all three will hit the target." There are also seven new weapons, like the force wall. Run over

element of the game, "For example, we've

arquing the toss across a board room table to come up with the best ideas they could.

The thing that's really going to set Win3out apart from the other games in the series is the Multi-Player Mode that Psygnosis have somehow managed to squeeze in. Not link up, but full twoplayer, on-screen action. What's more it doesn't appear to slow the game down weapons, like the force wall, kun over poesist appear to glow the gard work the pad and till trigger a field through a fail. To be not streaghtfreehold which you and your team mates can fly additional fitting of the two-pt are Mode, but it almost cripples any other craft ddmits Nell. "By paye, aviar managed Allofthe weapons add to the strategic "to get it in at apid" widescreen, so the aspect ratios are correct," Hun? "It means,





The track feeds into a huge helterskelter. The feeting as we fly down the concentric circles is emozing. Definitely up there with the rush you got when you first fiew over the huge jumps of the original...

differentiated between attack and defence weapons. If you fly over an attack pad, you get an attack weapon and the same with a defence pad," Wayne chips in. "Another example is the hyper thrust. Hit a button and you'll expend some energy but get a little jump of acceleration forwards." Kind of like driving a car and kicking down a gear. "One problem we identified with the other titles was the pit lanes," Neil picks up. "Freviously, when you hit the pits you guite noticeably lost time. Now you can fly through quickly to pick up a little bit of energy, or slow right down for a full-charge." It's all in the amount of

thought that goes into the game, and

he continues, "that if the screen's split vertically you get two perfectly-square playing windows, as if it were two separate TVs." Obviously the various game modes all run along the same lines as other great racing games - your highspeed tournaments, full seasons across eight races, even a Death Match Mode for the ultra violent. Alan explains, "What we've tried to do is open up the scope of the game, making sure the depth compares well with other racing titles that are currently on the market

Though the first game was graphically suspect, it's going to be difficult to leve such an accusation at this one. "We've moved the graphics engine on a lot. The

POOLS RUSHIN



8

FIRST LOOK WIPSOUT







(1) Red 5, going in... This is trench warfare Wip Jout style. (2) Target in sight, bombs away. (3) Multicoloured trails. (4) Another damnable force wall...

In only thing we've kept intact are the dynamics, in an attempt to maintain the antigravity feel and fluidity that made the original game so good. Nickiy explains. They have, however, also included all the bells and whistles you'd expect, like multicoloured vapour trails, reflective surfaces and a dual angle Replay Mode. But the best bit is the fact that they've managed to keep the entire thing in high resolution. Practically, what does this mean? "Full detail is maintained into the distance, so there's effectively no pop-up and crisper effects on the horizon. You need that for WipEout because of the speed you're racing at," says Alan. From the levels PSM saw, it looked like it was working very well, just a few small glitches that should be fromed out by the final

glitches that should be lironed out by the final version. Thanks to the joys of a bit of Sony kit called the Performance Analyzer they've managed to ascertain how close they are to perfect animation. The Analyzer measures the number and speed of polygons being drawn on screen within a set time frame, explains kell "When we tried it out

on some of the more complete courses there was basically no pop-up. That means this game is running faster than any of our competitors.

Designers Republic have got Involved once again and have tried to steer the visuals away from the bright colours of 2097 and towards a more stripped-down look. "It's very minimalistic. That's the philosophy behind the design. Where we're

Insert collour here W

JICH LA REPUBL

"We're working with Seshe at the moment. the's coming up with Four or flue bespoke tracks, which is something he's not done before. It's working really well, more like a film soundtrack.

1

going with Designers Republic is vesyclean. futuristic and sick, yet streamined, says Wayne it does feel very dark to play - in terms of the mood it generates. Sae browns and grantic greys replace the neon-yellow and electric blues of the last title. If 207 was the Prodigy's The Fat of the Lond. WipSour is Pre-Millenniam Tension by Tricky.

Of all the games to grace the little grey box, the WipFout series has offered up some of the most cutting edge music. The Prodigy, Future Sound of Lehdon, Leftfield and The Chemical Brothes were all happy to strick their names on the original cover. WipSout is no exception.

but it has taken a slightly different direction to the processors. We wanted to get somebody different this time, says Alan. Werk working vall has been at the moment. He's coming up with four five beginner tracks, which is something be has not done before. It's working really well, more like a film foundrarck, Fie's also going to be running a promotifical tour to support the game when it comes out. The WipBout Tour. He's PSM hasn't been to are, rave but ywille, and in the finger twidding time between now and the release of WipBout, it could well be worth the lings Afree Jil. It is WipBout.

Insert boxout sitle

Everything by the Dosigners Republic

Anderson, from Stefffied-Incod company signers Republic, once declared that anyone ing the form 'rave graphics' should be included to the design police. Fractaisists that the law of the transfer is the gry that he help covelutionise the first is the gry that he help covelutionise the first is the gry that he help covered to the covere

way uncopenions are presented.

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Designers Republic toose on the acathetic,
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1°W30′ 139°E46′ 53°N23′ 35°N42′ York Records us us page 5 mere 19 Feerything by The Designers Re-tablic ex sor photography by Minhael C Pig for The Designers Republic and 1





Adapted/from the DR artwork for the Additional Production composition album K7. Recordings Commany Spring 999 Everything by The Designers Republic

The Designers Republic Repub

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RESIDENT EVIL 3: NEMESIS

There's a grave situation afoot in Racoon City. Again.

Style: Horror RPG
Publisher: Eidos
Developer: Capcom

Release date: December

For the second month running Shinji Mikami droots over his lovely games, giving us the low down on his latest addition to the world of Resident Evil. He's a busy man at the moment, so take it away Mr Mikami

Can you describe Resi 3 in 100 words? Impossible. For a start it's too

big to get all the details down. The depth of the game is such that we can't even begin to sum it up. On top of that, of course, is the fact I don't want to spoil any of the fun for the players. I think it's better that they wait until the game actually hits the shelves.

Is there anything in the game that's totally new?

Quite a few things actually... For example we've incorporated a lot more player flexibility. You'll reach certain points and the conditions you're in at that time, like if you're cornered or whatever, will enable you to do

[1] Hot town, summer in the city. [2] This'll come in handy.

certain things to avoid the danger. In this installment the zombies are a lot more agile. Whereas before you could dash up a flight of stairs to get out of their way, this time the creatures will follow you all the way up. We think this will make the game a lot more fastmoving. With this game we've also tried to make the playable characters that much more flexible. We're adding a new move whereby the player can spin round 180° at the drop of a hat. This is going to mean that you can attack a zombie, or conversely run away, that much more quickly.

Would we be right in thinking this

episode's going to reach new heights of spine-chilling suspense? A lot of the changes we're making in this game enhance the feeling that you're continually being hunted down. Or at least ensure you're always aware of an eerie sense that there are creatures prowling around in the dark, ready to viciously strike you down at any moment.

Planning to balance the gore with a bit of romance? Claire's a very desirable lady you know...

Well... I couldn't possibly tell you that. Some things should be kept private.



■ Job title: Produper

■ Caming history: Resident Evil (
was the director) and Resident
Evil 2 () was the producer):

■ Influences se this game: George Romens and our previ efforts in this genne:

Nour favourite over year Legand of Zaldo or Sala



DEVELOPERS QUIZZED, BOFFINS QUESTIONED, EGGHEADS INTERROGATED... THE INSIDE DEAL ON THE GAMES YOU'LL BE BUYING IN SIX MONTHS TIME.

Are we going to get any leads as to what happened with the till and Onns stories? As " stands ac're not er ng to t: w what happens *. Chris, the main * stacter in this game is But it'll hasically kick "" "om the tail end of 8ps, > Whether Chris *ums up later is a d'fferent 570°v .

zahrs before and
wher Resi z. Can
prot tell us how
that's going to work?
It tell you how the story's set
zo maying the game won't be
an interesting as it should be,
mestly, I'm not trying to stand
an anyone's toes, it's just that it
really don't want to spoil any of
me en owner!

Apparently the game's set

We've heard talk of a character that goes by the name of Carlos. Can you tell us any more? Sure, there's a mysterious character called Carlos worked in the biol. Part of the game - pives finding out at about him and its past, so I'm not really going to say too much here. Suffice to say all is not what it seems.

Presumably there's another batch of zombies to take down, but can you tell us about any other monsters we'll be up against? Zomb es are the very essence of the Resident Evil se es. Without mem t wouldn't be the game it is, so yes, expect to see legions of the emdead shuffling round the c . We've designed a huge number of new zombies for this game, and kitted them out in a variety of outfits so there'll be plenty to feast

Can you tell us how big this game is compared to the

your eyes on.

previous installment? Resident Evil 2 was targeted at the mass market, so called 'light users'. We'd like to make Resident Evil 3 as enjoyable a game as possible to the core fans of the Resident Evil series.

How versatile are these characters going to be? Can they run, jump, and climb around their environment? With Resi 3, there's a whole set of new ways of avoiding contact with

the monsters

you encounter. We've also thought about how you actually tackle the zombies. One example we're working on at the moment is a rolling attack which you'll be able to use to parry any enemy strikes. That's looking very cool indeed.

Are you going to revamp the inventory system?
We haven't really thought about that section



[1] Give me your purse, lady. Zombie muggers from helf. [2] Jill tries out a bit of street walking. Doesn't go down too well in the town of the dead. [2] Apparently zombies, like moths, are fatally attracted to lamps.

moment. We'll probably have a look at it later on in the development though.

How are you making sure that the graphics remain top-notch?

Pretty much the same way everyone else does. We've put together one of the best teams of graphic designers in the industry. The quality of the work they're doing at the moment really is quite phenomenal.

Any plans for a new engine? Now that's definitely something I can't comment on at this stage. The whole technical aspect of the game's out of bounds.

How are you handling the camera angles? Are you aiming for something more cinematic? In many ways, yes. Basically, what you'll be seeing in Resi 3 will be as close as possible to the style of camera work you see on the silver screen.

What have you got planned for the cut scenes, huge FMV sequences in Technicolour? The FMVs in this game are really going to be something special. We are trying to concentrate on creating footage that impresses on the player the technical possibilities of FMV, as well as being extraordinarily cool and, of course, explaining the plot.

What aspect of the game are you most proud of? Where do I start? OK, here's the top five best things about the game in no particular order...

1. You'll have complete freedom of movement throughout.

2. Some of the actions you'll be able to do are very cool.

3. You'll be able to branch off into multiple story lines so the replay value is kept high. 4. The FMVs are way COOL! 5. Zombies, zombies and more zombies

Why should people choose Resi 3 over the competition?

There are a lot of spooky games around at the moment. But we can't stress this highly enough, Resi 3 isn't just about the chilling suspense and the minobending terror, aithough that's all there. It's very heavily focused on great gameplay. Which at the end of the day is what counts.

Tell us something top secret about Resident Evil 3 that noone else knows. We're keeping it all under wraps until you get to see the

game, [Ta for that - Ed]











(1) in the back of the net, like a cannon bail. Or a Bobby Ball. [21 It's on a long, hard season... (2) Pick up kits. [4] Table football on the television. (8) Think you'll find it's a bit harder with a yeal keeper. (8) Evidently playing avoid-the-ball.

FOOTBALL MANAGER

Every statto and his dog is going to want this. Probably.

Simen Prytherch

Style: Footy management sim Publisher: Codemasters

Developer: In-house

Release date: August

Unsurprisingly, fans of the beautiful game get immersed in management sims more than most. There's no doubt they're highly addictive, but what kind of deal can Mr Prytherch and his Codemasters squad serve up?

Can you describe Football Manager in 100 words? When we originally designed this game we had a bunch of high ideals. To appeal to a typical PlayStation owner, not just your football fanatic. Done. To make it easy to use and accessible. Done. To create a real-match atmosphere in 3D and to enable players to make instant tactical changes and

substitutions. Done. To include a European transfer market with instant search, loaning and a youth squad, Done, Authentic stadiums for you to develop. Done, After-match TV show with results service, highlights and pundit's comments. Done. To provide an accurate and indepth database and statistics. Done. To provide employees to assist you. Done To enable you to nurture your team with the

right tactics and training. Done. To produce the best football management sim ever. Probably.

Any remarkable new gameplay elements in there that set Codemasters' Football Manager apart from other management titles around at the moment? The whole match can be viewed in 3D, so you can analyse your teams performance and make tactical changes and

substitutions at any time. There are a number of short-term challenges that give you the chance to manage a club and work towards a specific objective. These vary from five weeks to four seasons in length. You also have the chance to watch the cup draws as they happen. Believe me, this has all the tension of the real thing. You can even recruit a variety of employees and assign them





for another barrage of abuse. [2] The great plate-glass football trophy.



E CONTROL OF THE PARTY OF THE P



[1] Bask in the glory of a trable-winning season. If you're shrowd enough that is. [2] Someone has just beeted the ball in the net. New exciting. [3] Pest-match reflections from the TV pundits. Expect much inans rhaturis.

13545 to help you. These include an 1355 stant manager, commercial manager, 136hes, physiotherapists and scouts.

Can you detail the depth of the game. number of teams, players and the like? to can manage any one of the 92 clubs are English professional leagues. It even contains data for the Vauxnall enference clubs and other non-Mague clubs for the domestic curs ne game also involves 302 European . ubs from 32 countries, 8000 diavers, 302 home, away and abalkeeper strips. There are ver 300 unique, motionaptured moves, made up of er 37.000 individual frames animation. And each club has its own authentic stadium.

The realism. No other management game gives you the same sense of managing a real soutball club. The professional

What is it that drags people back

for just one more try?

Some sense of managing a real sottabil club. The professional cootball managers who played the same said, "Football management 5 like juggling chaos. Football manager recreates this and enables you to bring it under control."

What about the control method? It's been quite cumbersome in other football management games. from the start this game was designed for the PlayStation. It uses he shoulder buttons to navigate between screens. The icons along the top of the screen indicate the major areas of the game. The icons along the bottom ndicate the current screen. There is no mouse pointer to drag around. You skip from one selectable 'con or list to another at the touch of a button. For the first time "s quicker and easier to use a PlayStation management game than a typical PC management game. And we've not had to compromise the depth of gameplay.

Tell us about the tactical side of the gameplay. How flexible is it going to be? You can select your basic formation and modify it, select defensive and attacking strategies and syles, give your players detailed instructions about shooting opportunities and select players for all your set pieces. All of this is reflected graphically on a blackboard with animated chalk diagrams. It reinforces to beginners and experts alike how their selected factics will influence their

team's performance.

Tell us about the match replays. How are they going to work?

After the match, as in reality, the manager (you) goes home and relaxes in front of the TV. Football One, our in-game TV show, features in-depth reports from all the matches that day, including highlights of your own game. We achieve this by storing the paths of the players and ball in the seconds leading up to any major incident This allows us to recreate the highlights. The wise manager will watch these closely to help pinpoint his team's strengths and weaknesses, as well as those of the opposition.

How have you made sure the stats are as up to date as possible?
Our team of researchers update our database on a daily basis. The League Managers Association also keep us informed of any transfers.

Can we measure the individuals performance during the game? Each player has a number of attributes, which are illustrated with bars or suitable graphics. This makes it possible to make easy comparisons between players on a TV screen from normal viewing distances. The player attributes include his age, position, playing side, current valuation, form, match rating, fitness, aggression, morale, goals scored and number of disciplinary points.

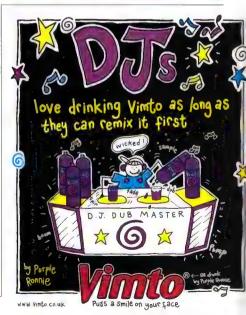
Have you included things like the Bosman ruling and EC employment law in the transfer dealings?

Yes. Any player 'out of contract' can be negotiated with directly, without having to pay his club any fee. You can search for players who are out of contract or even assign your assistant manager to look for suitable players.

Tell us something top secret about Codemasters' Football Manager that noone else knows?

The weather data in the game is rea,. We took weather readings every day for two years from every region and every major town across Britain and Europe.

We're not joking either...







[3 - 4] Die Hard Trilogy 2 proves that moody lighting can be more than just remantic.

Gary Sheimweld ■ Jels Title: Senior produce

see the production in opment of a range of n, scheduling, localis

ternetional Society, World es Criclet, Loopz, Sp 3, Alian 3, Terminator 2 ield, The X-Files game and

influences on this game Die Herd Trilogy. I suppose alther Time Crisis, and Auto Destruct multiple-engines of Die Har

Were favourite over your? Anything on the N64. Or Re

DIE HARD TRILOGY 2

Move over Rab - the string vest prepares to take on a new image.

Style: Shoot 'em up Publisher: Fox Interactive

Developer: N-Space

Release date: November

The second of the Die Hard Trilogies compares itself to the likes of Syphon Filter and Time Crisis. Gary Sheinwald explains why Fox Interactive are practically giving away three games for the price of just one - again.

For the uninitiated, tell us about Die Hard Trilogy 2. Die Hard Trilogy 2 is, uncannily, the sequel to the best-selling Die Hard Trilogy. The first trilogy was three separate games on one PlayStation disc. each installment being based on one of the three Die Hard movies. The first game was a thirdperson action/adventure, the second a first-person shoot 'em up, and the third was a driving game. Die Hard Trilogy 2's objective is to emulate the style

and main features of the first DHT, but to bring it up-to-date by using the latest technology. Since we've exhausted the movie plots, DHTz also has an all-new storyline, set in and around Las Vegas. This time we have integrated the games in what we call Movie Mode, so the player moves from game to game as the story advances. For those who only liked playing the shoot 'em up, or the driving game, we have an Arcade Mode.

Do you feel the public's desire to run around shooting Coke machines in a vest is strong enough to support this sequel?

No. The public bought millions of copies of the first DHT, and I think the compelling new game design is a strong enough reason to support this sequel. And anyway, this time John McClane wears different clothing, including a tuxedo, a bio-suit, and, yes, a string vest.

How does Die Hard 2 compare to its predecessor and the rest of the competition?

The prime directive for DHT2 was that everything about the game had to be better than Die Hard Trilogy. DHT2 is a fourthgeneration PlayStation title the game engine is state-of-theart, with all the expected be.ls and whistles. We have hi-res models for everything, much bigger levels, lots of speech, many more animations and we support all the latest peripherals. We also have a



(1) You have him in your sites. [2] Sparks begin to fly.



-ore structured game, with proper endof evel bosses (the first DHT just had regular enemies) and cool enemy Al. For instance, all the enemies patrol paths in me levels, looking around them to see if "ney see McClane, They'l, also listen as e.l. so if you're on the other side of a wal and make a noise, they'll come in to nvestigate. There is much more of a srealth element than in the first game. Even the driving game has chase sections, as well as the traditional get-to-the-bomb missions, It's tricky to compare it to the competition, since the only competition out there is Die Hard Trilogy. No other game has so much in it - it's essentially toree top-notch PlayStation games, and nobody else provides that. The nearest ompetition is Syphon Filter for the thirdperson engine, Time Crisis for the firstperson engine, and maybe Auto Destruct or some of Need For Speed 3 for the driving engine. But none are really in direct competition.

Just how violent is this game? What kind of baddies is the player up against?

That depends how you define violence. This is definitely an 18-rated game, just ke the first Die Hard Trilogy, However, I don't think that violence is the key to either of the Die Hard games. You're supposed to take out the bad guys and you get penalised for hurting innocent bystanders.

The baddies in this game are a bunch of good-for-nothing terrorists, hell-bent on ew. and destruction, and only John McClane can stop them. We have strong characters this time, with lots of dialogue.

What kind of weaponry can we look forward to?

All the weapons in the game are real-world weapons. You have a default Berretta pistol, and can pick up a whole range of weapons including a shotgun, ackhammer, taser gun and a really cool flame: thrower. You can also collect and use three kinds of hand grenade. You also have some direct-contact combat. The flame-thrower is the coolest (erm, hottest) weapon because you can set the bad-guys on fire and they run around on fire. Burn baby, burn.



Briefly describe the scenarios that the player will have to battle through

I don't want to go into too much detail as it will give the plot away. The game starts out in a newly-privatised Nevada prison. McClane has been invited there by Kenny Sinclair an old friend who has been appointed governor, It's one of those black-tie prison inauguration parties. Terrorists take over the prison and a riot ensues. McClane basically has to get out alive, and chase after the escaping enemies through the desert canvons. He then enters into a shoot-out in the desert. Other sections include driving around the streets of Vegas and the Hoover Dam, and battles inside a casino, and a secret military base.

What sort of activity are we looking at on the peripheral front?

You name it, we support it (almost). Dual Shock with vibration, PlayStation Mouse, steering wheels, neGcon, regular light guns and also G-Con 45 compatible guns (recommended – the accuracy is better).

Two-Player Mode? Split-screen? Link-up? Nope. *Die Hard* is all about a loner, a rejuctant hero, John McClane.

What's the best bit?

I particularly like the way that, in the thindpers one engine, McClane is very stealthy – pest up close to walls, with his gun down to one side, and peeks around comers, tying to avoid drawing the attention of the enemy. It really reminds we of the way that Bruce Willis portrayed the character in the first Die Hard movie.

And which bit are you most proud of, technically speaking?

Something subtle really – the way that the light streams in through the bars on the windows of the prison.

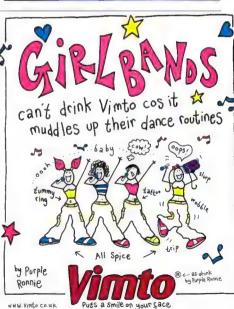
What games have the Die Hard team worked on before?

N-Space developed Duke Nukem: Time To Kill, and the forthcoming Danger Girl.

Tell us a secret you've never told anyone.

Can't. I'd never be allowed to do this kind of thing again...









Tomas Gillo

Jek title: Senior producer

Job description: Currently I am developments, one in the UK and two in the US. I am sleet new concept developme (perticularly games) and linking with notaritial revelopers

■ Caming history: I started out as a senior interactive designer at a company in Brighton. I was lucky enough to get a break working on an adventure title called Drowned an automore too caled *Drowingd*Soc I then moved on to produce a
number of mustimedia tides before
working as a level designer on;

Endgame. Soon after that, I moved
to Lago Media as a producer.

fleences en this game: ricce ig gemes. I spent a lot of time g coin-ops, no I guess old s like *Out Run* and *Poles* on feature somewhere. Lak La lot of GT, Wipeout and

Favourite game: I would have to say that the whole first-person shooter type game features highly of spending many nights playing inst friends on a nebwork





[1 - 2) Logo Rocers features all the favourite Logo scenarios such as space and pirates, where the ablus fire cannonballs at the cars as they tear round the track, [3 - 5] The plastic brick phenomenon that is Lego goes virtual on the PlayStation

LEGO RACERS

Primary-coloured bricks with knobs on take to the race track.

Style: Racer Publisher: Lego Media Intl Developer: Lego Media Inti-

Release date: TBA

Whether your childhood memories are of hanging around the local telephone how or doing wheelies on your BMX. Tomas Gillo tells us how Lego can help recapture those lost years...

For the uninitiated, tell us all about Lego Rocers? For the first time, car fanatics from the age of six upwards can race their own custom-designed Lego cars and mini-figures against famous Lego characters - including Rocket Racer, the alltime Lego racing world champion. Lego Racers is a realtime racing game with thrilling multiple-view perspectives. After creating a driver and car in the

Lego garage, or selecting an existing design, children (and adults) take up their position on the racing grid. The players then 'push pedal to metal' and race against up to five challengers around a choice of 12 tracks, based on four of the most popular themes - Pirates, Castles, Space and Adventurers.

You generally cater for the younger market. How are you planning to broaden the appeal

of this game? It's true that Lego products are traditionally for children aged between two and 16. but we believe that Lego Racers has the depth of gameplay necessary to appeal to big kids too. The late '90s have seen a huge revival in all things retro, with everyone trying frantically to regain their childhood. You only

have to look at the haircuts. As How do you think Lego Racers part of this, we're increasingly compares to the competition? seeing Lego bricks making their Technically, Lego Racers meets way into the hands of so-called or exceeds the build quality and testing of any other racing game grown-ups. Let's face it. Lego. was cool. Lego is cool. Lego will on the market. We build our



meat visual effect and use Al to direct arere the competitors' cars drive. Lego Facers is great fun. It's not a sensible smulation of real driving - it's pure fantasy. If you liked Lego bricks as a child then you'll love Lego Racers, whether or not you're usually a fan of racing games.

In the game you are able to build your own car, any chance of running out of oners and twoers?

Anhh... You mean one-stud and two-stud ancks (Yes, the Lego Group has it's own anguage for describing bricks too). Tere's no chance of running out. We have >= a volume limit though, so no 300fta de or 200ft-tall Lego cars. Sorry.

Any big smashes? Is your driver likely to ose his head? Literally.

"-e Lego system of play is based on magination, creativity and development. Ar e it is true that the vehicles in Lego Focers can be upgraded with power-ups " shoot projectiles at other vehicles. --- effect of those weapons is handled in a very humourous and abstract fashion. A en cle zapped with lightning will bounce the track, while those struck with a annonball wil. spin round frantically before they resume racing. The only way a

MARE LICENSE

driver will lose their head is if you decide to swap it in the edit screens.

Lego products seem to stand the test of time, do you think your games will too? Lego Racers features four themes, 12 tracks (that reverse later in the game), 14 characters and practically an infinite number of driver and car design combinations. All the tracks themselves have been designed with short cuts and interactive elements like pirate ships that

Any remarkable new gameplay elements? We think that Lego Racers is the most customisable racing game on the market today. You can build your driver and car from Lego bricks and the design you choose affects the way the car performs.

fire cannonballs at the players.

Two-Player Mode? Split-screen? Yes and yes. We provide a super Two-Player Mode for taking on your mate on any one of the tracks.

Are the players able to recreate their own vehicles and drives with Lego kits? We haven't invented any bricks, so players with an extensive Lego collection should be able to recreate their own cars to play with when away from their PlayStation.

What's the best bit of the game? Beating the Rocket Racer at the end.

And which bit are you most proud of.



screen as you outstrip the Al-controlled competition.





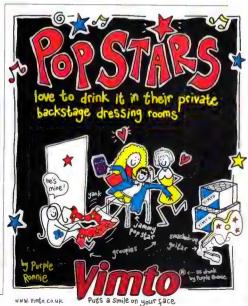
nt the weirdest cars your imagination can produce. (2) "I'm the king of the castle get down you dirty... Um, racor?"

backdrop that most suited the Lego cars, mixing physical Lego bricks with the imaginary universe that kids create around their play materials. Also, the game has been designed to cope with all the millions of possible designs players can come up with (with cars featuring thousands of polygons), while ensuring a fabulous frame rate.

Tell us a secret that you've never told anyone before.

As a student I had a job cleaning toilets at Gatwick Airport.







40 WINKS

Duck deep under the duvet. 40 Winks is a-comin'...



(1) Exploding with magical power, (2) Ruff cracked a gag. Tumble wee'd. Ha. (3 - 8) Lovingly-constructed visuals abound throughout the game. [8 - 7] A night Hight's essential to keep the bugoyman away.



Chris Johnson

- Jeb title: Produce ■ Company: GT Interactive
- Joh description: Making sure our games are top notch, and fun to play. Spanding hours with cussing exactly what happens or you hit those buttons. picking out the diamonds so can include them in our ent epic. Last but not lealint. making sure the games and finished and released on time
- M Caming history: All sorts of s, old and new. Prince of Space Hulk, Populous I & II. Addiction Probail and a couple of cool F1 games:
- Influences on this game best gemes out there, in Crash through to Spire
- the easer games I s on something like Robotion Wers or Phoenix, but fin a













Style: 3D adventure Publisher: GT Interactive

Developer: Furocom

Release date: October

Following our first peek at the cutest lil' adventure game to hit the PlayStation, we catch up with the boffins from GT Interactive to find out how work's going. Mr Johnson, spill your magic beans...

How's 40 Winks getting on now then? What's new? Things are getting better all the time. We're putting new enemy Al in to make the characters puzzles throughout the game of the characters a big club so they can hit things harder. Environmental effects and nice graphical touches - like a beautiful horizon in the Pirate's

Shipwreck City - are cool new

additions too.

stand out more, finishing off the and we're considering giving one Tumble? What kind of special moves can we expect? As you work through the game and discover different costumes you'll learn loads of attacks and unique skills that'll help you progress. There's one character who can spin around for ages knocking down everything in the way, while another can bounce enemies off the screen.

How flexible are Ruff and

How are the girl's and boy's areas delineated? Gender discrimination is most un-PC you know...

Neither is weaker or stronger, they may have different weapons though. For example as a ninja, Tumble has a staff called a Bo, whereas Ruff has a

pair of swords. I've fought with a Bo, and you'd be surprised how much mayhem you can cause. There are going to be some areas that only Ruff or Tumble will be able to open up, so to complete the game you'll have to learn to play as them both.

Can you tell us any more about the costume/character changes. You jump into a new costume and pile around collecting time extensions, which enable you to keep it. The costumes give you a totally new set of skills which you'll need to

Have you started putting in any new enemies vet? There's a load of new henchmen in the castle area. These guys are really scary, the kind who would love to pop you in a rack and stretch you as far as you can go. We've also varied the enemies in there a bit. You know, different hair styles and that kind of thing...

Is it true that you still need a light on when you hit the sack? I never turn the lights out anymore. There's too much weird stuff going on.





conquer the

game



2008 a long way, level 9 if you're lucky.

It's surprising how far so little money will take you. You could spend an evening driving the world's fastest cars. You could play football in the Cup Final. You could fight with superhuman beings. Or, if you really felt like it you could do all three because Blockbuster has a great selection of all the best new and classic games available to rent for just £2.00-£3.50 per night. Then again you could always spend your money on a big bag of penny sweets.



ANALYSIS NAMCO STATION

S S Official UK PlayStation Magazine



JIDSIN

THE FETID IMAGE OF ARCADES PAST IS REDUNDANT, ALL HAIL A NEW ERA IN DAY-GLO, CYBERTAINMENT AS STEPHEN PIERCE GOES

CHANGE CHUCKING DOWN AT NAMCO STATION ...













racing the Thames offers a pleasing walk. Sauntering couples, hobbling old people, stone-lobbing kids, avian twitter and the cooling caress of the May breeze. Unhurried mellowness incarnate. Stray from the undulating H2O, however, and this tranquillity risks compromise. Particularly If you are in sight of Westminster Bridge. Stroll by the National Film

"OOOFF, OOOFF, OOOFF, WAHH, WAHHII". Nouveau-electro-powerpop ploughs down your auditory canal. What appear to be a thousand lightsabres stapled to the roof, blink enthusiastically. A confusion of screens, vast and small alike, portray garish, buoyant fantasies. Persons of every hue, gender, age and persuasion Infest this ruckus. vying for their opportunity. Their chance. Their position on the oche, While, above all this, a miscellany of voices bld with fervid determination for your attention. Calls whose origin is not human. A corrupted tone. A perverted resonance. The cry of the computer

This is Namco Station. 35,000 square feet of virtual pleasure. Over 200 videogames. Techno bowling. Pool. Bumper cars. Temple of the ephemeral. A little slice of Blackpool in central London - and perhaps even more? For the delights ensconced within this Gigerish leviathan could offer a glimpse of PlayStation future. The chance to mull over, assess and appraise those Namco games whose ultimate destination, like *Tekken* and *Ridge* before them, might be the PlayStation or, whisper it, PlayStation 27 PSM was obliged to investigate.

Reporters for the assignment -- Stephen Pierce (PSM deputy editor), specialisations: lightgunning and bourbon; and Dan Mayers (PSM staff writer), specialisations: driving games and being tall. The occasion warranted warfare. Male vs male. Gauntlets thrown about like confetti,



A FISTFUL OF TOKENS

Claudia, a Namco Station supervisor, keyed the first choice - Tekken Tag Tournament - and booted up a rumpus of gratis credits. As the title alludes, it's Tekken, with a tag-team element. And it's likely to form, at least part of, the PlayStation's next Tekken release. Pierce-San starts well. His relentless technique of employing only obvious characters and merely orchestrating the simplest moves proves effective. While Dan's controversial pairing of Nina and Gun-Jack is ineffectual against Law's flapping limbs. However, due to a combination of fresh signings - Lei and Law - to the Mayers' squad, aching wrists and Pierce's predictably clumsy lunges, the tide of battle soon turns. Den steals victory 3:2. Pierce is inconsolable.

The inherent inmy of the place is glaringly apparent. While money is converted into fun, it is the smaller denominations which parry value. Notes curry no favour within the digital church. And as a consequence the swallies of personages are easy to categorise. The conchalant, uncommitted patron is light on their feet. Placated by a brief eye full of someone else's polygonal palaver, personal investment is not a real option, so it's off to peer over another shoulder. Pockets heavy with change, the more specimen. Steadfastly glued to selected machines, currency is pumped in, stateof the art entertainment is puriosed out. It's a hit. A mind syringe laden with furious colour violent ascillations and appressive sonics. Cold turkey is not an option. Not until the guids dry up.

The fluite-on-dude rumble moves to the Slopey of Alpine Racer 2 fointly undulating the P5M pelvis on plastic skis, the Pierre/Mayers duo draw glances of admiration (or is it sorrow?) from assortment of passers by. One victory each and it's time to move on. "You are by far the inferior slopeman," Pierce mumbles, before disappearing for milkshake and

HIGH BUFFOON

The modern video arcade has an unerring ability to make the mature look juvenile. Your average arcade garner is no longer the grotesque, angry-skinned youth,

TERKEN TAG TOURNAMENT



no version PSM played was only 50%, complete, and was in fact being flown back to Japan the following day for another of full of electronic parts. ITT currently looks much like Tekhen J. Indeed it has been red to for some time as Tokken 3.5. It does ire 20 characters, made up of Tekhen 2 and 3 ictors. *PSM* spotted Ganryu and Back from en 2, alongside such *Tekken 3* stalwarts as Nino and Yoshimitsu. Pick a couple of re at the clart, then fightmu hit switch (an extra fifth button) in brit ther selection into play. The eschi te - one dashes off, one dashes on - a tching character mid combo. Even in mid-air, e can change characters to complete the



TIT's graphics have been enhanced via a m 15 areade Board - a PlayStar tem - and we've afreasy had Station 1 and, with a "fig ne" confirmed by Names f PlayStation 2, the layend to tinue on and on and on











Official UK PlayStation Magazine

menthusiastic use of hair gel. These and dalliancing for position around the iks of screens, you are as likely to the archetypal 'Calvin Clean' mekending with his young family, as are adolescent, blemish-faced iscreants. The arcade recognises not, the sartorial, the generational, or the prosperous. For no man or woman, be liev 19 or 90, be they Saville Row or instic rifle and off pixelated gangsters any kind of vigour without appearing ignoramus. Yep, for a while, all are uced to the level of the laughable, the foolish and the childlike. And pray, minat the hell is wrong with that?

This is preposterous!" Mayers moans Fierce is once more proclaimed winner Point Blank 2. The premise remains mund professors, G-Cons and a hotchmich of shoot-this, blast-that, Pierce Is dearly the Riggs, while Mayers is the murtaugh of the situation.

GP500 World Championship, otorbike racing sim, unfortunately has PSM team confounded. Splayed atop Sesized motorised cycles, full body movement teamed with deft brakework required to navigate oneself round the mack. The journos, more used to the mysical demands of drinking coffee, fare hadly. Mayers finishes in a magnificent 17th, while Pierce, the last man on the wadk, grunts disapproval, before his bike left purring in the rough.

The arcane pleasures of the inground seem a world away from this futuroid pleasurescape. Yet poke about and ye shall find remnants of

entertainments past. Comel Prize Racer, Key Catcher, Drill-O-Matic fancles activated by bronze, to win more lironze - truly the of

Distractions harking hack to the days when trying to lob a 100 narrow ring over a too wide cylinder to win a cuddly asbestos novelty was the stuff of dreams. While Namco Station offers these masures, PSM observed very few takers. Well, none.

THE GOOD. THE BAD AND

mack on the grudge-match it's a comedy interlude the duelling duo take to the skies on Prop Cycle. Peddle the exercise-bikecontroller findously. while

steering your on-screen

TIME CRISIS 2

This lead





n aggressive, ultra-violent mission of destruction. Quite simply, a pound investment in this is sufficient to metamorphose the most diffident late a bland-fetishising, leaping, cavorting takeon of diets. Once more it's first-person pellery of the most fatal kind as you make like a one For two) man army through varying scenarios - this time incorporating spend-best madesus and an alley populated by scampering besses and bouncing barrels.

PlayStation Modificed? 85%

While there are currently no PlayStation Time Crisic 2 murmurings, only a fool would write off the possibility of this sequel appearing. PlayStation 1 or 2 appears to be the only question remaining. Our guess? Time Crisis 2 in such a beauty that only PlayStation 2 could do it justice, Justice, Cons. DO YOU SEE?

POINT BLANK 2





Some of the popular, but and the in-betweeny bits lecturing you on the next task. But it's ultimately

extremely divertime. PlayStation likelihood? 100%

Check out the PrePlay in next menth's PSM. Street date? August 1999.

DRUB CACTE



he main appeal of this moone pedding/liying/collecting scrimmage is the method of control. Perched upon a bright yellow, static hicycle, it's your task to navigate the on-screen buildon. He tao, is astridu a cycle, but with the inclusion of yas tags and drager wange. This, one is supposed to believe, keeps his charlet sieft. peddie like billy-n, twist thuse handleborn and endeavour to collect balloons for no other reason than they are there. Entertail to watch, quite fun to play ton, once. For Prop Cycle is an exercise regime in itself. Smokers (or the fat) should steer well clear.

PlayStation Micelihood? 25%

se built around such a preposterous ulrol device rather negates the home whet. Plugging an exercise bike into your



▶ fella into the path of balloons. Mayers' outsized limbs become a heated confusion. His great knees keep striking the handlebars. By contrast Pierce's little extremitles pump effectively, his sky-cycle remains aloft long enough to snare all the level's balloons. Victory in the bag, he slides off the bitke and adopts a wheezing embryo posture. "Call an ambulance", he simpers, "I think I've ruptured myself."

On to the serious business of Tokyo-Wars. It's tanks on tanks on tanks. Basically, you've got a tank, your mate's got a tank and you've both of a team of other tanks. Simply belt about the city shooting the other guy's tanks. That's It. Mayers seems naturally adept at this. Skidding about, appearing out of nowhere and popping innumerable caps in Pierce's steel ass. It soon becomes apparent that even with significantly more tanks than the game would allow him, Pierce is hopelessly outclassed. 'It's not that you're better than me... I'm just lifed', he protests, to no-one in particular. 'Time Crisis 2 heralds the conclusion

Time Crisis 2 heralds the conclusion of the duo-tournament. Mayers and Pierce are working together for the first time, but all is not well. Mayers flips, spins and generally prostrates himself in a clichede Pulp Fiction stylee. Pierce, conversely, is clearly fatigued. Holding his piece like its a dead mammal, his enthusiasm is frayed, his interest waning and his accuracy is shot.

After numerous continues, Pierce sheathes his steel and wanders from the artificial light into the sun's lambent swetter. While the digital flesh checks out when the coins dry up, flesh in the real realm continues. Pierce seems glad of this. Mayers is fit celebrating his win alone. One man among a thousand.

The exchanges that take place in the arcade are glorious, yet transient. Dazzling but Impermanent. Records of yesterday's conqueror are lost. Frased, with the flick of a power switch. And it is down to the human, to carry the message. The arcade will regale, charm and delight, yet your importance is measured by the amount of change in your pocket. When that's gone, so is the arcade's hospitality. Contune?







sich nacht, helding be estate sticks sightly, shinneying nee's rectal areas in plet the on-screen silly adder to victory. It has be facts sticks the constant of the control of the contro

PlayStation likelthood? 68%

Previous skiling titles on the PlayStation have been en a lift of a downhill slope - but in a bed way. With Mamoo's past track record for PlayStation, a conversion of Alpine Racer 2 could amend this state of affairs.



TOKYO WARS

The leastern



I to four can experience this armoured alercation at any one line. Teams of grown-up Big Tracks growd around southern so a prown-up Big Tracks growd around southern so and programme to the ather teams and, by detaunt, most of the city too. The tanks handle used and the simplistic gameplay - biff tanks, get mirre bealth from processing, and gras had bettered be ready to have a large consignment of metallic pain commission of your fants, and read south for the surprised if you cambiust into glowing shared or how they do have a large consignment of metallic pain gamenia shared to your fants, and rear out, the administration of your fants, and rear out, the appropriate of the speny other.

PlayStation likelihood? 56%

It could happen. Or at least something rather like it. The current PlayStation would have difficulty positing all those timbs around at once, but it would pese few problems for the high specs currently being threaded into PlayStation 2. It is Names after all...









If you're looling for a decodorant that lasts as long as you do, what you, really need is Gillette Series Anti-Paspirant Decodorant. Gillette Series provides wetness and adour protection for longlasting performance and comes in three masculine fragrances: arisp Cool Wave, fresh Pacific Light, and exotic Wild Rain. So when the music stops, you'll feel your best to keep on going.



Gillette

A SNEAK PEEK AT THE GAMES ALMOST READY FOR THE SHELVES. IS IT LOOKING GOOD OR IS IT LOOKING TERRIBLE? PSM GIVES YOU THE LOWDOWN.



Prepare to have your TV screen soaked with buckets of rhesus negative, or whatever zombies use for blood. Karma police? Arrest that man!

fir pa vi

ou'd be hard pushed to find anyone with a passing interest in videogames who isn't

clued up on the controversy surrounding Carmageddon. A few years ago it stirred moral outrage among Doily Mail readers across the country. People were regaled with tall tales of true-to-life car crashes, gore-fuelled animation and riot-inducing violence. Now, the most infamous personality in the videogame world is about to hit the

YOU RACE THE CAR ROUND 30-ODD TRACKS IN A BID TO BECOME THE MASTER ANNIHILATOR... PlayStation. Stand up and be counted Mr Max Damage, lead character and all-round ugly mug...

Exactly what is there to look forward to? For starters we've got oodles of bloodthirsty characters modelled pernicously on the team who created the game — 25 in all. Each one of the lunatic joy riders has an individual motor and can affect your chances of success. Pick Max Damage's shiny red Eagle, possibly the easiest car to handle at this stage of development, and you'll soon be able to whip round the races and pull off stunts. But Yis when you move on to the

heavier, dare we say more suggish, cars that the difficulty level really shoots up.

While it's being billed as a racing game, it's not really. Not in the traditional sense anyway. Yes, you have to race the car round 30-di tracks in a bid to become the master annihilator, but during the course of the race you also have to bowl over as many zombies as possible. These doleful creatures shuffle along like extras in a George Romero film, before exploding as they make contact with your bumper. Makes a hell of a mess. But it's not all fun and games with







17] Destructive derby on the horizon. A Mini can't handle the pressure, surely? till Big Foot's alive and well and ready to race. (1) Stunt mohile, aboy. (4) Don't get on the wrong side of the law round here.

KIND OF LIKE THE BORG FROM STAR TREK MEETS

STEPHEN KING'S CHRISTINE, NOT NICE...

in the more your car gets battered. But hitting a buton repair your motor instantaneously (at the cost of a few quid), and you can watch it inflating before your very eyes. The game modes are flexible enough, with Obath Match Mode (obvlously) as well as Tag Mode and standard Racing among others. All of these are played over the various courses. A Two-Player Mode is included so you can rope in sincluded so you can rope in sincluded so you can rope in

some of your more bloodthirsty

on and leather some zombies.

Of the problems we've

pals, stick a bit of Cannibal Corpse

identified, first and foremost is the

graphics - the pop-up really needs

hard to drive round at 100mph if a

solid wall suddenly appears right in

front of you. Also the dull handling

manoeuvrability that the gameplay

been taken into consideration and a

team of programmers are frantically

tugging at their beards in an effort

finally hits the shelves expect the

usual controversy and more than a

Dan Mayers

to optimise the code When it

few gallons of blood.

demands. But these things have

doesn't allow the quick-sharp

to be cut right down. It's kind of



(1) Yes, that's blood. Most unsavoury. 121 Fowler payches himself up for a penalty, (2) Side round the snow and ice, causing more mayhem than a Moscow resh hour. (2) Keith Flint auditions for The Italian Job. (5) Boware the carsens of love.

the undead. You're also out to savage amusing bovine types, who explode like a Goodyear blimp if you hit them hard enough.

The objective is simple enough. Complete all the tracks, as well as half a dozen missions that entail taking out all the zombies in a level within an allocated time, or destroying all the other cars in the arena – which is often exceptionally hard. Interestingly, the Al has been carefully structured to respond to the level of aggression you throw into the game. You can quite easily whip round the tracks avoiding everything and not getting into much bother. But start barging into

your competitors and they'll turn on you en masse. Kind of like the Borg from Star Trek meets Stephen King's Christine. Not nice...

The handling at this stage is a little stiff and you can expect much pumping of the handbrake to negotiate the turns correctly. Correctly in this instance means carving a U-turn that takes out at least half a dozen zombies, for which you'll receive a bundle of crisp \$20 notes to keep your machine in tup-top working order. The more smashes you get involved



O POINTS

- Variat trucks and characters.
 Minimo aline a break from too
- is dis liver recise.

 Lends of playing prodes to least up

O POINTS

- Graphics need a fair bit of work.
 Pop-up's lanking resty.
- Handling of the cars is too right to not the coord from the continues

O ADVANCE WARNING

While its reputation procedes it, Covangeation is in most of some close intention to detail to asmooth out the graphics and improve the bandling belone it's unlesshed on the public. A photosomic of unpleasant, depositing on your poles of view) change from the mercal recise size.



| **PRE**PLAY



If you found Sezen somewhat gross, or thought The Shining was a tad disturbing, now's the time to make yourself a nice cup of tea...



rivers of gore you can swim in, a puts a premium on atmosphere but hero with a mask (rather than just isn't scared to dish out the blood a few pins) embedded in his chest and intestines where appropriate. and the worst bunch of Salan-As the game progresses Leroi loving serial killers since Hannibal acquires more magical powers, Lecter had his last cell warming. letting him rock enemies with a hail If you saw our Analysis in of fireballs or take them apart with PSM47 then you'll know that the voodoo weaponry manufactured Shadowman is Mike Leroi, English from dead men's bones. student turned voodoo warrior. His task is to track down five

murderous souls, escapees from

The early levels PSM played were possessed with an atmosphere most sinister. In the out of ribs. Lovely. (3) it. (4) A river of blood.

WE'RE TALKING RIVERS OF GORE AND THE WORST BUNCH OF SATAN-LOVING SERIAL KILLERS EVER ...

about peeking in deserted sheds. Leave the world of the living behind, however, and things get much worse. Explore Deadside Marrow Gates and you'll be obliged to blast the heads off zombies



(1) Gaze upon the scenery of Deadside. What a dump...

before meeting up with your top hat-wearing snake-bodied mate, launty (look for the gate made out of ribs). In the Deadside Wasteland death gets no prettier - swim in takes of blood, jump from platform to platform, mash giant leeches as they attempt to attach themselves

IT'S A POTENT MIX OF THE EVERYDAY AND THE BIZARRE AS THE LIVESIDE AND DEADSIDE COLLIDE.

to your nethers. Unpleasant? Yes, but very entertaining.

What could set Shadowman apart from recent Satanic-odysseys Akuii and Soul Reaver, is the way that the comic-strip-inspired storyline encroaches on the action. After a pitched battle, dialogue screens will pop-up as you

SHAMAN HAVEN

Unlike a lot of 3D adventures, where the plot begins and ends with the rendered intro, each level in *Shadowman* kicks off with a sequence of story screens. During the course of the game you'll tongue wag with various veeded types,







edge in ten easy lessons: Just talk about rocks, blood and chickens to strange snake-like characters in Black hats leitering in front of bizarre bone structures.

converse with the monstrous characters, giving it an RPG feel. You'll need to search previously collected files for clues in your mission to root-out all 120 Dark Souls - a task that will take up some 70 hours of gameplay. Although there's still a lot of

work needed to bring the visuals up to Soul Reaver's high standards, Shadowman is already looking a potent mix of the everyday and the bizarre as the realms of Liveside and Deadside collide. Yet another example of uncompromisingly adult gaming. How pleasing.













- Suspense 'N' scares.
- Gritty, real-world levels.
 Stress solel themes.

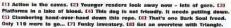
POINTS

- · Noon mercy from tots. · Might he low on puzzleage.
- O ADVANCE WARNING

At this early stage of develo State is looking yory pros indeed. While the graphics still need some tweelding, they could potentially pash the PlayStation further than any 30 adventurer yet. It's the blurring of the the between zombies and murdi Helf-on-earth sed the Devil's own inciryard that makes Stadowstay one of the most intriguing horror games in scrowe its motal Separ-Unimbles down the great smill of PlayStation









PREPLAY

 ■ PUBLISHER.
 Cyro Interactive
 ■ ORIGIN:
 France

 ■ DEVELOPER:
 Cyro Interactive
 ■ STYLE
 3D ghost-hunting

■ PLAYERS

One

July/August



"There's something strange/In the neighbourhood/Who ya gonna cāil?" A mystical monk by the name of Ekna, actually...

■ RELEASE DATE:

hile many publishers appear to be perfectly appear to be perfectly appear to see what a seemingly endless supply of generic games, Cryo Interactive eschew such tactics in favour of producing titles that are quirky, original and, quite frankly downright unfashionable. Gundling Of Darkness is a perfect example of this areenda.

The game plays host to a whole array of spiritual shenarigans and plostly goings-on and you've been hired by an organisation known simply as, uh. The Organisation known simply as, uh. The Organisation to sort them out. You play the role of a Guardian – a hard-arse nonensense monik who is able to conjure up a vanety of impressive pepils: strowing energy balls at

foes, going in to deep shamanic trances, and the like. The 3D levels of Guardian Of

Darkness consist of mazes of rooms through which you must trundle in a quest for objects and clues that will help you eliminate the "Creatures from the beyond" which populate the game. Your first task involves having to restore spiritual tranquillity to a museum in which the artefacts are floating around the rooms while hordes of mutant tendrifs sprout out of the walls (they look rather like overgrown courgettes). Other settings include a distillery and a mansion. Which sounds all right to us...

Although the screenshots may suggest that this is a Tomb Raiderstyle action-adventure, it's much





[1] Getting your orders. [2] Nice wallpaper.

closer to the 8-bit games you may have played over a decade ago where you would prowl round a haunted house and place a particular object in a certain area in order to open up the next part of the game. While this doesn't lend itself to high-speed, finger-bilstering antics, the game's pace is still decidedly casual. At present, this isn't helped by the lengthy load times for each new room

There's still plenty of tweaking to be done, including adjusting the camera and amending the spells and character motion to look better. Elements of the gameplay are also going to be looked at – at the moment it's all rather plodding,

The game could also run into problems because of the limited size and number of levels (of which there are, currently, only ten). But for gamers who prefer to take lost of a gung-ho attitude and more of a thoughful and methodical approach, Guardian Of Darkness could yet prove to be an unlikely and indeed unholy favourity.

Oliver Hurley



O POINTS

- · Indiatory original.
- The full panepty of spells
 Sanakity atmospheric.

O POINTS

Levels way too small.
 Slow pameptry.
 Continuity shador

O ADVANCE WARNING

Charmillar of Barkinses is a stronge boast – a flashback in an artherwise forgation ago where callecting class and solving mysteries is snore always that pack or presentation. It's still in need of a let of work but the out result could be a refreshing change from the norm...





(1) Your character has a warlety of funky spells at his disposal. (2 - 3) Interacting with other characters is the best way of obtaining clues and hints.





PREPLAY



Bright lights, oil paint, fancy dress, evil baddies... Panto season already? Nope, it's just a slice of *WWF Attitude...*



■ PUBLISHER·	Acclaim	■ ORIGIN	US
■ DEVELOPER:	Iguana	■ STYLE:	Wrestling sin
■ DELEASE DATE:	Aumunt	■ DI AVEDQ:	One to tou



of your choice. You take him from from the humble House Events, LAMBADA OF THE where he's been fighting various never-will-bes, all the way to the

It's hardence Green. It has a vast array of tight-fit challenges, including King Of The Ring, Tag Team and Survivor Series, which you'll be able to tweak to your specific bent through oodles of rules and ring set-ups. You can also construct your own pay-per-view event to indulge those Rupert Murdoch fantasies. In true WWF style you'll get to choose the match-up, go crazy with the drapes and make bold statements with colour for your TV extravaganza.

There's a Career Mode as well, which enables you to formulate a

bright lights of well-oiled title houts. The usual Create-Your-Own-Misfit Option turns up again with an embarrassment of detailed variations. But in what looks like an improvement on Acclaim's previous WWF sim. Warzone, you can make your own selection from any of the 400 tendon-tearing moves for your monster to use.

rags-to-riches tale for the wrestler

Lack of options, though, has never been a problem with grappling games - it was the actual gameplay which was usually frustrating and cumbersome. There was nothing to lure fight fans from the delights of Tekken and Street Fighter, WWF Attitude, while never attempting to be a pure beat 'em up, has at least attempted to make the fighting enjoyable. All the moves seem easy to pull off and satisfyingly brutal. While smashing a telly on your opponent's head isn't as tricky as a Lei Wulong tenhit combo, it sure is a lot more fun.

In Attitude all the fighters are motion captured and will hopefully look photo realistic. Whether this this will compromise the fluidity of the movement as the polygon

THE LOCK AND COUNTER LOCK LEAD TO A SWEATY HIGHEST QUALITY.

grunts slip and silde out of each other's grasp, remains to be seen as at the moment it's stil, quite sluggish. Compared to Warzone's bouts which could be won with a single special move, there is a fair amount of technique and tactics needed in Attitude. The lock and counter lock lead to a sweaty lambada of the highest quality. Sadly Attitude has lost its up-todate feel, despite including all the top pros, due to the recent and tragic death of Owen Hart.

This is the last WWF offering you will see from Acclaim as they have lost the license to THQ. The good news though, is that they look to have saved the best for last. Attitude should have all that wrestling fans could ever want. For non-believers, perhaps it's time to give wrestling a break. Wrestling is entertainment, and we defy anyone not to find the sight of a group of mullet-haired Neanderthals dressed with no self respect, bouncing each other off ropes, amusing

David Harrison



O POINTS

- · Includes all the top names.
- Leoks decayly detailed.
 Could be the rest step on jur-
- PlayStation wrestiers . All a fan should healthly want

O POINTS

. If you don't like wrestling, arr... You may look observiors. « No messive surerises, so les

O BUVANCE WARMING

For the converted, this could be the ste in Lycre-clad action and will sily prese its podgree with metaoric sales on its release. For the ny doubters it is perhaps time not wrestling a bit of a break St Tours cressed for WWF Athliais.





(1 - 2) Freak and unique! It's dressing up time as you strip your finely tuned athlete of his clothes and dignity.

I**PRE**PLAY

 ■ PUBLISHER
 SCE
 ■ ORIGIN:
 UK

 ■ DEVELOPER:
 Psygnosis
 ■ STYLE:
 Adventure/platformer

■ FILLEASE DATE: August ■ PLAYERS: One

Another predatory canine mammal undergoes polygonal translation.

But will the rest of the digital forest take a fox named Kingsley seriously?



Ingsley has been knocking around for an age. The upheaval at Psygnosis left numerous titles in limbo, but with the game now in the final throes of development. Sony have taken on the publishing mantle. Psygnosis recent record at producing this type of platform/adventure fare is not especially promising. Remember the





[1] Hold your shield up to defend, then attack with your dagger. [2] Hey, it rains in videogames too, y'know. [3] The scarlest pub ever.



[1] Win friends. Influence them [2] Here's our friend, the fex.

the Queen of the Fruit Kingdom's magic book and is hell bent on casting spells on the kingdom's True Kinghts in order to turn them into Dark Kinghis. Orphaned fox cub Kingsley (sob) wants to become a Time Kinght. To become one, he must bring Custard to book. What follows is an adventuresome platform romp through the various themed villages in the Fruit Kingdom.

While the action most closely resembles that of Crosh, Croc, Spyro et al, it's all played out at a slightly more pedestrian pace. That's not to say it's slow, just less frantic. Controlling the fox is not easy, however. You have it sold to constantly steer the Analog Toystick (or D-pad) towards the direction you want Kingley to move in and it's far too fiddly for comfort, particularly when you're cornered by a sword-wielding baddie. Often, if you don't get the swine with a decent jab of the dagger, you're left



to rue your profligacy. Nonetheless, there is much to enjoy in *Kingsley*. The introduction leads you to meet the main protagonists before

you get to learn how to use the weapons you will eventually garner. You're also instructed on how to defend attacks. It's visually resplendent, with superby-realised, themed environments. Whether you're sneaking through the jungle, or cavorting around a piratical island, there's an atmospheric (sel.

Not that it's a walk in the park. There's an infuriating point early on in the game when you're crushed by rolling barrels and because the controls are fiddly, it's not easy. Nevertheless, Kingsley himself is a charismatic, likeable fe.low and his is an adventure that will find favour with many.

Steve Bradley



O POINTS

Strangely atmospheric.

Streeting certoon visus Next learning curve.

O POINTS

- Maddening controls.
- Dashod awkward at times.
 Hat as immediate as Ann Formula.

O ADVANCE WARNING

Glagoley, ah? Bu's londs cuts. Is it a platform game or it it is no scient antweature, Bamph? Bruth is, it's neither, yet once you've godded about for a heif on hour; you get socied in in the thing. The displater's got the harming circle of on 18 whoster which is terrebly breshrating, but feer's mough in here in warryest find description 'precision'.



MBUUT IN BEINE THE BENNING BY WHIFIN THER RATERS



They score stunnahs, bathe in champagne Jacuzzis and get 'za' or 'o' added to their surnames. Sometimes they even play ball...



A's football games have always focused on the skill of individual players and the rookie FA Premier League Stars extends this idea in to a team agenda. The idea is that, through playing well, your team's footballers earn stars that can be traded in for better abilities or the chance to buy in fresh talent from other clubs. Each player is described in

terms of ten attributes - control,





agility, heading, passing, shooting, power, speed, stamina, strength and tackling. Depending on what position they play, some skills are more important than others. For a goalie seven or eight out of ten agility is essential while a shooting ability of three poses no real handicap conversely a striker without at least a score of eight for speed, shooting and power isn't going to bag you a hat trick every game. EA are still fine-tuning the star system to ensure that you don't end up mid-season with all your players boasting super-human stats in every department, but it's a clever idea and it certainly helps

differentiate the game from FIFA. The inclusion of Sprint and Skill



(1) Soal celebrations will be authentically Pre [2] A rocket. [3] Bon't pass, just dribble! [4] Cheeky hoof. (5) Get the right angle to bay a goal. (6) Fetch the spenge

Mode ensures that every match is the story of strident runs and cheeky speed turns -- Individual moments of genius that can turn a game rather than carefully builtup play. Keep L2 or R2 depressed and you can perform FIFA-esque flick overs, drags and turns to fool your marker if timed correctly. Then





[1] That not is very close to bursting, [2] Do you really need to improve Michael Owen's stats? Oh, go on then.





[1] Zoom in for the replay. (2 - 3) Use the stars you earn to mprove your team.



it's a case of muscling your way into the box, getting an angle and powering up your shot early enough to slot one past the keeper. Once again, though, the ability stars make a difference. A white energy bar displays the shot power of your player, with the red danger area showing when you're going beyond their current skill level and risking facing a terraceful of ridicule.

It's early days as yet, but there are a couple of things PSM has marked up on its chalkboard as requiring attention. In its present form FA Premier STARS is far too easy (we notched-up a 6:1 victory over Man Utd and didn't drop a point) and, rather like World Cup '98, judicious use of sprint, the analogue pad and diagonals will net you goal after goal. This is something EA are working on but it's a worry that those fresh from FIFA '99, picking up a game with essentially the same controls, will find the one-player a walk-over. What with all the emphasis on individual skill the passing does seem to suffer somewhat and it's much harder than it should be to set up opportunities for your team-mates. Despite these concerns, however, with the power of the Premier League license behind it, a decidedly arcade feel and super-fast, super-smooth graphics it's hard to see how EA's fledgling star turn can fail.

Pete Wilton



O POINTS

- You can improve your playor's skills.
- Too can play as a Premierable team.
 Late of moves, lots of outlines.

O POINTS

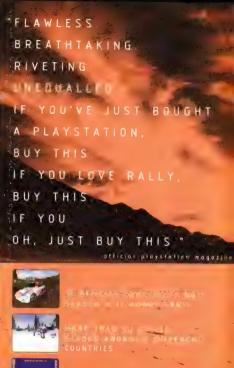
- · line-player could be too easy.
- Passing needs work,
 Not yet as slick as FFA '88.

9 ADVANCE WARNING

It's Eli's intention to kick off a whole suries of Premier-centric loothell jumes with FA Pressier STARS, which unii run alongside FEFA with its can the STARS learn make their game sufficiently different to FIFA to mai taxs who fork out for both games foo they've had their moneys worth? Expect the rigours of a PlayTest to extract the asswer very soon.



Check out your league placing. You'll mant to be doing well in the European league too, you know.









SIMULTANEOUS









CASIBLE BUILLA SUPERBIKE RACING

Evel Knievel got his stage name while doing a stint for bank robbery. If only he'd chosen a Honda as his getaway bike...

lke racing is the PlaySiation equivalent of virgin rainforest. While other genres have had their slopes stripped bare by gangs of quality games the territory of two-wheelers has remained largely unmolested, but for a couple of shabby motorcoss offerings. Castrol Honda SuperBike Racing, then, is the first serious bike racer to try and lean its way into our affections.

Leaning is, quite definitely, what a motorbike game should be all about. Forget the ridiculous aerobatics of the motocross set,

WHAT YOU WANT IS
KNEE-ALMOST-ON-TARMAC
ACTION, RUGGED KERBS
CUT AT 150° AT 150MPH.



what you want Is knee-almost-on-Tarmac action, rugged kerbs cut at 150° at 150mph. Played with an Analog Controller, the response of your on-screen bike to a yank on the left stick is lively without being over-wild. Your rider leans, the bike follows, friction burns beckon — in this respect It's pretty much what Barry Sheen ordered. In Rookie Mode carving your way through the field shouldn't be a problem. But raise the difficulty level to Amateur and put damage on and you'll be skidding off, knackering your bike









(1) In the replay watch the pack leave you behind, (2) A passable split-screen option, (3) The fun bit. Leaning into a corner. (4) Cockpit. (5) Pay attention to the yellow arrow. (6) Gloomy.

■ PUBLISHER THO International ■ OBIGIN HK ■ DEVELOPER Interactive STYLE: Motorbike racer ■ RELEASE DATE: ■ PLAYERS August One to two



[1] Faults will start to pop-up in the split-screen. (2) How fast? Read the speedo. (3) See that believt bob around in front of you. (4) Sexy replay, (5) Advert, (6) Where's me night-vision specs?

and folling around in last place in next to no time. We're hardly talking a Formula 1-level simulation here but, if you want to win the championship, Honda SuperBike is going to make you work for it.

1.000

How about some stats? Up to 23 Al rival riders can compete against you in any one race - which obviously represents a serious

RACERS INCLUDE THE CHANCE TO PACE THE MOTEGI TEST CIRCUIT. racers include the chance to race

the Motegi test circuit.

However, "It's not exactly Gran Turismo on two wheels, is it?" might be an innocent bystander's comment on the preview version, It may look passable while the bikes are stationary, but once in motion Honda SuperBike gets ugly. The main problem is the sluggish frame rate. Scenery parades jerkily into the foreground and struggles round the tight bends, while the bikes lose their shadows when travelling under bridges. At the moment Honda SuperBikes is graphically disappointing and this severely detracts from any high-speed thrills.

But where exactly do you go if you want two-wheeled action? The ridiculously airborne Moto Racer 2? The rough-as-Geri Halliwell Road Rash 3D? We can only nope that Honda SuperBikes manages to offer a respectable alternative.

Pete Wilton



O POINTS

- ilji to 28 rival riders. - Bed Been Man
- 14 circuits in race or.

O POINTS

- Visually highly suspect.
- Split-screen suffers.
 Bosse't feel that last.

Q ADVANCE WARNING

Write A bundles prorphilly better than other like titles, we still have severe reservations about this game — mail incomes the graphics can't keep up with No action. Placing powers are all about space. If the acresis update releases as jorky and slow as this version then you may as well be riding a Vesta rea the track at 15mph, rather than a li RC45 at over a lea...



tussles betwixt leather 'n' rubber locate themselves on normal city streets, nelpfully pre-cleared of skiving schoolkids and tramps. For those who are down with the oilyhand look, adjustments to one's steed can be made, while the Castrol Honda team are on hand to dish out advice. As one might expect a Two-Player Mode horizontal or vertical solit screen - has been

SECT-220

challenge for the optimist keen to

position. You've also got real Honda

argy-bargy their way into primo

bikes in there as a result of the

race on, potential for seriously

official licence. With 14 circuits to

diverse skidding scenarios presents

itself too. Some are representations

of purpose-built circuits, while other

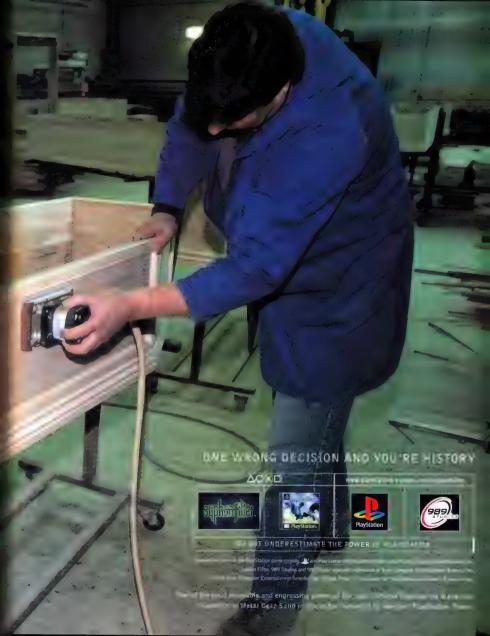
eased into the fancy. While bonuses for adept



[1] Wait for the lights... Peg it! [2] Good job this is the replay, can't see the hally road. [3] Check your sectors. [4] This is the view from the stands. (5) Be sure to change into first.







FIRST LOOK SOUTH PARK

SOUTH

Don't believe the hype? You're not alone. With the, erm, questionable artistic validity of the current torrent of merchandise, PSM talked to the bods behind the game to find out just what's really driving the trio of South Park games headed for the PlayStation. Cash for questions: Dan Mayers.





EASY MONEY?

enny's dead. Not from a plague of rats or being landed on by aliens or even being cursed by Satan. He's dead because riport of anoraks could save him from drowning

South Park used to be the coolest stoon this side of King Of The Hill. Souts were quoted, videos were wapped and clips were downloaded from zillion Net sites and played relentlessly, was a genuine cult.

Now? Now it has gone from inderground to overground and where was once a cult, now lies a bloated cash.

cow that has been reduced to a shop window crammed with key rings, stickers; cuddly tops, coffee mugs, toilet roll covers, baseball caps, T-shirts and anything else you could stick the legend; "Omigod, they killed Kenny" on.

Harsh? Quite possibly. The Net is still plagued with countiess Cartman sites and kids still scream "BITCH" at other kids but it's more than accurate to say that South Park is trundling merrily on its way past its sell-by date, overtaking The Simpsons and all other merchandise

cursed shows. And PSM PSM currently straddles the fine of contemporary comedy. On the one hand, some staffers think it's a bir of a jugle. Nor oa clever as The Somptons of course, but harmless fun in an inane kind of way. On the other hand, some of us figure if you want to hear kids swear you've only got to wander down the streets of any town on, a Sturday afferson. Some would even argue that the lidea of humour derived from children's misunderstandling of adult

a saturday atternoon. Some would even argue that the idea of humour derived from children's misunderstanding of adult language is in the same comedy league as watching bables disable themselves on You've Been Framed. So what is it? Cutting-edge comedy, or the pre-millennial

version of "I'm-withstoopid" T-shirts? If this merchandising keeps on, who thehell cares...

nell cares...
Back in PlayStation:
land, Acclaim are
due to release a
trilogy of games
based on South
Park - South
Park, Chef's Luv.
Shack and
South Park
Rally, So ace

new games

£40 (make that £120)? Or just another bit of merchandise to add to the pile? Just another thing to leave out for the bin ien to take away?

Let's start with an easy one. Who came up with the idea for a trilogy of South Park games? Acclaim, Comedy. Central or (whisper it) Parker and Stone themselves?

Well," begins Darrin Stubbington, "executive vice president at Acciam," it was very much a collaborative project between great-thinking minds. Which sounds very cheesy poof-like, but was fairly beneficial to the projects. The Comedy Central guys and Matt and Trey had some great ideas..."

What do you you make of the media onslaught South Park has generated? Are the games just part of this?

"Right now? I'm feeling pretty goodabout it," says Stubbington. "Cartman brings a special stink of fresh air to the world, which must be a good thing."

But how much influence have the creators of South Park, Trey Parker and Matt Stone, actually had on the games? Is it just a simple licence?

"They've had a huge input right through the process. In fact the level of interest they've had in all three projects is, i'd say, unprecedented," he enthuses. It's really quite refreshing... And it also means these games come to you will their official seal of approval."

OK, tell us about the games there. What have you got planned? Where duyou want to start?

"Hmmm," muses Stubbington. "How about the shoot 'em up?" >



IN UK PIESSKERION Milgin

FIRST LOOK SOUTH PARK





(1) The petrol station looks like a healthy enough snowball target. (2) The RV beckens with the hypnotic power of Paul McKenna. [3] Ready aim, fire. [4] Poer little mite.

► Episode 1:

'Doom With A View' - in which we talk about first-person shooter, South Park.

"South Park the game is the story of a seriously apocalyptic time on Earth. When this great big comet is headed towards South Park, Colorado..." reveals Darrin 'And then all kinds of really strange things happen."

Strange things?

Like Cartman's mum is kidnapped by allens. Like turkeys run wild in the streets."

And this all means?

What does it mean? It means you get to use a fart doll, and a cow-launcher and other really cool weapons to ston the madness."

From this PSM infers you get to shoot things. So what other games have influenced this one? Doom? Quake? Hide and-seek, kick-the-can and, um.

kirk-the-habu

Hmm And based on these wideranging influences, what type of weapons are we going to be permitted the use of?

"Well There's the fart doll, the live sniper chicken..." starts Darrin. "And, my favourite," chips in Doug Yellin, producer of another South Park game, "the cow launcher." "Oh, and don't forget the snowballs," recalls Darrin, "Snowballs covered in wee as well!" counters Doug. This, PSM notes, is like interviewing Beavis and Butthead

Guess we can assume the entire cast gets involved with saving the dysfunctional town?

Yeah, of course. Kyle, Stan, Cartman, Kenny, Wendy, Mephisto, Big Gay Al, Mr Garrison, Mr Hat, Terrance and Philip, and many more. all make an appearance." Darrin

reveals. "I can also tell you that Mr Hankey The Christmas Poo makes an annearance and you get to use him in a special way. He likes to spread his special seasonal message in the snow

Charming, Elsewhere, inane destruction and death are an intrinsic part of the show. So how many different

ways can we devise to crush Kenny? You bastard! Why would anyone

want to do that™ screams Doug

Moving swiftly on. What do think people are going to find most entertaining in the game? Darrin pauses for a moment

'Hope this doesn't sound strange but the best bit is being on the receiving end of a successfully aimed cow launcher

That doesn't sound so strange. It is when your head ends up up a cow's arse

Perhaps unorthodox might be a better term to use. So is there anything else neat about the game that sets it apart from other shoot 'em ups?

Well the multiplayer kick-the-habit experience is unique," muses Doug. It's also a 3D multiplayer shooting game with kids, talking pop, turkeys. babies and fots of cows. In our opinion, that makes it pretty damn unique.

"It's pretty unique I think." Doug concurs, "Great multiplayer arse-kickin' wholesome funt Um, next

WOULDN'T IT BE COOL IF...

...The brats from South Park were in a load of videogames that they shouldn't be? Why, yes it would.



PREMISE Final Funtasy VII mosts South Park. Sophiroth? What the hell kind

of a name is that? Plor Cartman and Kenny discover they've been separated at birth.

Far too philosophically complex.



PREMISE Metal Goar Solid meets South Park.

COMEDY NAME Metal Gear's Christmas Salid

PREMISE The Snake bumps into Mr Hankey. Battle ensues... LIKELHOOD OF BEING MADE Messy. Great for hitting the seasonal market.



PREMISE Telcken meets South Park COMEDY NAME Tickde. Which sounds a bit like Tekken, Ish. PREMISE The boys grasp each other in a tender Greek embrace. First one to break anal wind loses.

LIKELIHOOD OF BEING MADE Seriously, what do you think?



South Park. COMEDY NAME Ass Raider. Do you see

what we did there? Let's look for treasure? LIKELIHOOD OF BEING MADE Never mats going due to legal stuff. Konny likes dressing as a woman though-



IN THE BEGINNING...

How a simple Christmas message led to a world of scatology... It's the Matt and Trey story!

rey Parker and Matt Stone became acquainted over a host site of beef at the University of Boulden, Cafarada. While anest students gave out heer snacks to their new first buddles, Parker would held court in his room sporting an apren and cheff's hat, delivering choice cuts to his assembled guests. Insuthably, Stone liked this new folia.

They soon fell into film making - Parker a music student and Stone having recently graduated in film. While their peers mimicked Scorces the due decided to create the Pythenseque Cannibal The Musical Irocently shown on Channel 4). The seeds were sown...

Post graduation, Parker and Stone relocated to Hollywood, touting various ideas, one of which was a certain cartoon. What happened next is the stuff of legend.

A Fox executive named Srian Gradien had seen some of their work and asked them to create a animated Christmas message to send to all his Hellywood pale. Stone and Parker duly delivered an animated short film by the same of The Spirit of Christmas, in which Jesus and Santa scrap like a pair of rutting stear.

in the spirit of the festive samon, the notorious cartoon was a hit and ended up on a million internet servers. It was subsequently picked up by the Comody Channel for a series and the rest is... Well, let's just say a movie is on the horizon.

Episode 2:

'Chef's Luv Shack' - in which PSM heads round Issac Hayes for a quick bout of Triv and a game of Asserbids

Chef's Luv Shack is the second game in the trilogy What's it all about?

"Up to four players can partake in the fun, playing as Eric, Kyle. Stan or Kenny," explains Jules Watsham, producer of Luv Shack. "Initially everyone gets thrown into a trivia round. Chef asks a bunch of silly questions that relate to either specific South Park trivia or South Park explains a famous acrite that's arranged on the short.

So a bunch of questions about FR then?

"At the end of each trivia round." says Darrin, politely ignoring us, "all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of that, you'll also find some special surprises such as the Pressure Round – starring the infamous anal probe – and the Wheel Of Fortutiousness.

How does the game actually work?
"Easy" Jules pipes up "You choose
how many rounds you want to play two, or four, or eight etc - and each
round consists of four trivia questions
and a mini game that everyone plays
simultaneously at the end of each round
The player with the most points at the
end of the show is
the winner I
suppose the only.

way of completing the game is to play all of the mini-games, and beat them, and answer all of the trivia questions correctly. There'll be around 1,900 questions."

Mini-games? Does this lead us towards recent rumours of a retro nature?

"Well..." Darrin hesitates "Yes. In a sense. Chef's Luv Shack is going to have a few games that are very reminiscent of particular arcade classics. In Asses in Spare, you take on the roles of Terrance and Philip and blast ass seroids, resulting in jolly fart noise malarkey!" And mat's based on? "Errim. Asteroids I ouess."

'Beefcake's another one of my faves,'
continues Darrin "That, and Whack a
Zombie Pet and Eat This too'
How many of these things have you

crammed in?

Currently there'll be around 21-24

mini games," explains Jules. "We really want as many as we can fit in. We'll just

have to see "
And are these going to be full versions or just a little snippet?

"All the games are full-on games, with different methods to make them last between 30 seconds to a minute each," ules continues. "We kind of figured that would keep the game really fast-paced"

And Mr Issac Hayes himself – will he be in there somewhere?

"Is he performing? He's on top form Yes, Chef is our sexy host of the show so you can expect the usual sexual innuendoes and the like from him."

Sounds like some good lovin'. So what's the reward for ending up champ on every game in Chef's Luv Shack?

You get to jump up and sharp with

You get to jump up and down with enjoyment."

Erm, right... Time, PSM thinks, to take a look at the South Park kart game. Can we do the Cartman gag now, please?



(1) That'll be ass-teroids then... Mice. (2) Bon't mess with the cactus ladies. They'll pluck out your eyes. (3) Bark at the moon (-shaped boy). Or, alternatively, laugh at him (3) I spit on your multiple pet graves.



FIRST LOOK SOUTH PARK

Episode 3:

'Mario Kart(man)' - in which our interviewees discuss the finer nuances of South Park Rally.

F rst questions first - how's South Park Rally going to be different from other karting games?

The point of most racing games is to keep away from the other players. right?" says Doug, suddenly coming over all serious. He is after all the producer of this game. "But we felt for South Park Rally - especially the multiplayer events that we had to create modes that would bring the players together and make them interact, because the South Park show itself is all about the interaction of the kids. So, in addition to the regular racing modes, we've added about a dozen other play types that pit the kids against one another.

'One idea we've currently got on the drawing board has the kids trying to protect the chickens from the Chicken Lover

it will, you know. (31 if this here wan's a rockin', don't you come a knockin'.

Like the episode on TV, right?

Exactly Whoever rescues a certain number of chickens wins But and here's the key smacking into the other cars or causing accidents makes you lose any chickens you're holding so the players are always in competition."

Nice touch 'it's going to be cool," says Darrin, picking up the thread. "We've got half a dozen tracks planned, all based around locations in the episodes. Everything from the town to Big Gay Al's Big Gay Animal Sanctuary They're all fully open, so instead of having a set track, you can motor about anywhere and create your own shortcuts between houses, behind trees, over hills, through the cow... Wherever you can get vour car really

And these cars. Realistic handling or cartoon cruising?

"They handle very well," grins Doug 'We've created an advanced physics engine that takes things like weight, centre of mass and gear ratios into account. We're also spending a great deal of time tuning each car individually so that they both feel and play differently Being a rally game, we have a lot of

different surfaces with traction and slide factors as well."

Presumably you're working on a few novel pick ups too? We're building from the tone of the original game, and filling in a whole bunch of new. unusual, and occasionally gross weapons," reveals Doug Do tell

"Chef's Chocolate Salty Balls sound familiar? Unfortunately so 'How about the Mexican

Staring Front?

Think we get the picture 'All the South Park favourites - Stan. Kyle, Cartman, Kenny, and Chef - should be in there," continues Darrin "Plus we'll have some secondary characters like Wendy, Officer Barbrady, Mr Garrison and some surprises

The notion of a go-kart being driven by a talking turd boggles the mind and PSM takes its leave for a liedown. away from a world of

arse fixated aliens, animated fecal matter and children who SWEET A lot One question remains after

PSM's quizzing of the

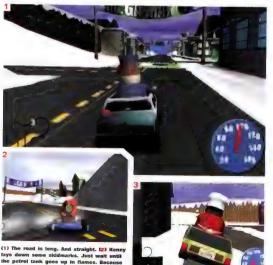
various bods behind the South Park trilogy - are the games any good? The answer? A surprising "yes, actually

All three titles are certainly aimed at hardcore South Park fans, in terms of both humour content and the selfreferencing of the show. The South Park shoot 'em up has already proved itself on other formats and, especially in the case of Luv Shack, the games can be far more original than recent episodes of the show South Park Rally too looks a good bet. although its originality might get overlooked with the release of Speed Freaks, Chocobo Racing and Crash Team Racing. All in all, surprisingly good stuff

Final thoughts South Park is a funny cartoon. Terrance and Philip Isn't. Cuddly Cartman dolls weren't a good idea Cuddly Cartmans dressed as police chiefs

are. Most South Park merchandise is trash. The









Here are a some highlights of the third South Park series...



- The hoys discover an animal previously though to be extinct. It's a Jakovasaur. Do you see? It's a play n words. Oh, nover mind...
- The curse of *Spinal Tap* hits *South Park* with a spate of spontaneous Human Combustion, Have a guess how Kenny dies...
- A South Park first happens when Kenny gets hit by lightning but deesn't actually die! What a shocker...
- Chef hags a woman, but sadly she turns out to be a succebus who crushes Kenny under her weight. Chaf goes back to broth heiling...
- The kids get stranded in the Cesta Rican jungle. The moral of the story is that the rainforest isn't very pleasant and therefore not worth saving. Himment

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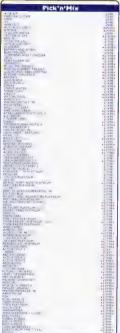
















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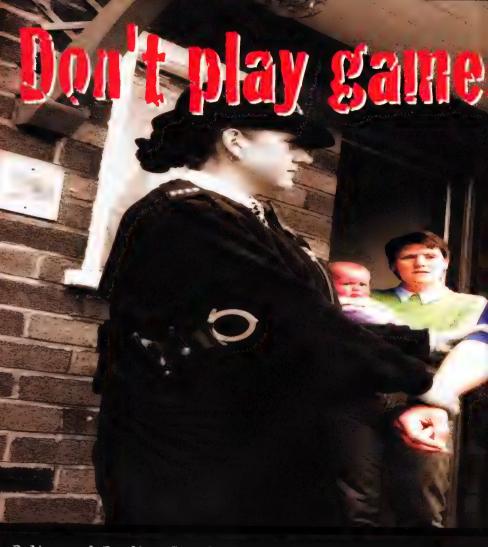
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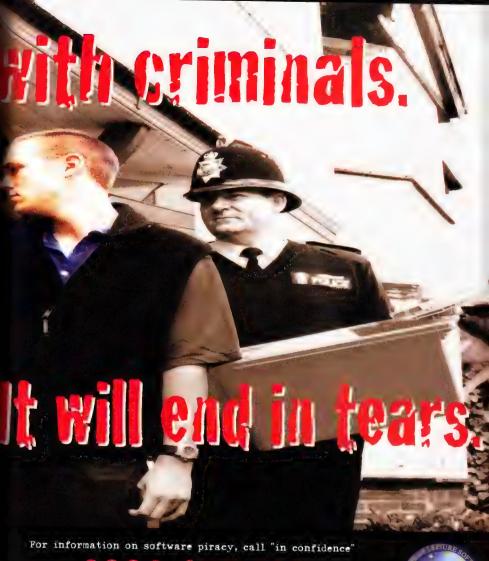
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A great title with minor irritan

a worthy purchase A case of Why did they de but with some dodgy bits

Straight average, Unoversal of still worth buying - just.

rage Probably has some serious or lifespan flaws,

retty bad. Maybe worth

uct without their of any sort. Naff

What's the score, eh? Why on earth does a percentage as its standard grading sys encumber yourself with a rating of such impossible to award the ultimate mark of you ever come across, no matter how go Final Fantesy VII and Tekken 3 the 10/10

ce, but you can't ster writer has saturated of 300 questions before of 300 questions before applying some complex all formula. We mark games out of 10, it lish an exact then it doesn't presend to be. And it enables us to award offer, mark without too much heartache.

ystem is simple and accurate and if you've been with us art, you'll know you can trust it when purchasing games.

REVIEWED



Silent Hill Virus 92

Bugs Bunny: Lost In Time 96

Chessmaster 2 98

Capcom Generations 100

Plane Crazy 102

360 103



Silent Hill

Following the hugely-successful Metal Gear Solid, Konami trade espionage for horror in Silent Hill. PSM investigates tentatively...

et's clear something up – Silent Hill is not a Resident Evil derivative. Konami, while undoubtedly influenced by the Capcom classic, have created much more than an accomplished cash-in. The differences between the two titles go beyond the obvious aesthetics. Sure, Silent Hill uses a polygon-based engine that offers far more flexibility than the pre-rendered locales of Resi Evils I and 2. But beneath these remarkable visuals, though, lies an altogether more sinister, ground-breaking game

The Resident Evil duo pay homage to George Romero's cult zombie flicks, with all the attendant flavour that that implies. Silent Hill, however, is more akin to the

works of MP Lovecraft and films like *The Shining* or *The Legend Of Hill House*. In many places, it's genuinely disturbing, and suggests more horror than it actually shows. However while *Silent Hill* is often an exemplary piece of storytelling, it isn't a brilliant story per se. The distinction is subtle, but important, Let us explain...

The story begins with a car crash. Harry Mason and his daughter Cheryl are heading into the town of Silent





(1) Silent Hill's cut scenes generally use the ingame engine. Like Metal Gear Solid, they're superbly done. (2) Death of a discordant dicer.







■ PUBLISHER

RELEASE DATE ■ PRICE

■ DEVELOPER: ■ AGE RESTRICTION:

KCET 15 and over Horror adventure



[1] TV screens. Oh, how that bodes. Well it does, doesn't it? [2] More initoring in tollets. People will talk, Harry. (3) It's genuinely frightening, this.

Hill. A girl steps into the road, Harry swerves to avoid her and wrecks his vehicle in the process. When he regains consciousness. Cheryl is no longer sat on the back seat. As he leaves the car, he sees his daughter disappearing off into the distance..

DESPITE THE SHORTCOMINGS OF ITS DIALOGUE SILENT HILL IS ONE OF THE MOST ATMOSPHERIC GAMES EVER CREATED

From this point on Harry searches for Cheryl and at the same time, the odd goings-on in Silent Hill are vaguely explained. After years of gamers being accustomed to being treated like simpletons by over explained Hollywood movie plots, Silent Hill often appears almost reticent. It doesn't explain certain text

LIGHT OF YOUR LIFE

Silent Hill isn't restricted to using sound and unique camers angles to scare players. It also features an number of sections where Marry makes his way by torchlight. Some of Konami's most inspired moments occur in ill-lit and claustrophobic rooms and tunnels.

Konnesi

£44.99 ■ STYLE





Ecok. It's dark. The feeble light of your torch is just good enough...

...to make out monsters fooming at you. And it looks good, too.





Sometimes, the camera moves to give an ultra-specky view,...

...where you can't quite make out your surroundings. Scary stuff.

or speech-based events properly, yet over-elaborates some scenes that could be best left to the imagination. Worse still, it uses its fantasy/horror remit as an excuse for that most heinous of stylistic crimes - the deus ex machina

In terms of scripted or spoken dialogue, Silent Hill is not perfect. Like Resident Evil, its use of English is almost uncomfortable in places. Worse still, its voice acting is terrible. Pregnant pauses punctuate ineptly performed exchanges - certain words are bizarrely emphasised, while fantastical events are related in humdrum tones. While not quite as bad as Barry's infamous exchange with Jill in the first Resident Evil, it's not much better. What a tragic waste.

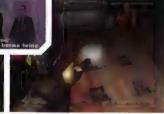
Outside of the realms of FMV links and in-game cut scenes, though, Silent Hill is magnificent. Its play-oriented narrative is superb. Despite the shortcomings of its dialogue, the odd piece of plot and its laughable acting, Silent Hill is still one of the most atmospheric games ever created. It evokes such feelings as panic, fear, trepidation in a variety of ways. Whereas the Resident Evil games rely on 'jump' moments to alarm and engross the







[1] A visit to Norman's Motel. Master Estes isn't home, it would seem. [2] Ouch! [3] Abib. That's better.





[1] The barbocue was a desporate failure.
[2] Or is IT? OR IS IT? (3) Silent MH is,
funnity enough, quite noisy. (4) Gore? What
is it good for? Why, quite a lot actually...

▶ player, Konami's game manages to create an amazing and lasting feeling of unease. It has its fair share of heart-misses-a-beat events and monster-based surprises, but overall the atmosphere is maintained on a more cerebral level

Take its camera-controlling code, for example, its a common lament of pundit and punter alike that 3D games can be awkward to play. Getting a decent view that doesn't impede the action can be an awkward, patience-sapping business, even in the best of titles Silant Hill's camera, however, is work of genus. For the most part it remains behind your character, like other third person games. At other times, it switches slightly to give a move-like view of the

proceedings. Rum along a pavement, past shops and cars, and it moves to the side and pans out. For a brief moment, you see the action as a viewer, not a player. And what do you see? Harry running desperately though a deserted, misty town. It's amazingly immersive.

There are other tricks that Silent Hill uses to great effect. In a few places the camera sways from side to side as you run, it is dizzying, disorienting and, when combined with the tension-heightening aural accompaniment, it is downright alarming, in others it can suddenly

stick to a fixed view. When it does this, you're often left thinking "What happens now?" and "Where is the monster?" Other games struggle to provide a workable view of their action. Silent Hill, progressive and

movative, borders on the genuinely criematic if Konamis work with Shert Hill's times a lamper service of the service of common superlatives it doesn't use mustic, as such, instead, it uses odd collections of noises and repetitive aural effects. Discordant and loud, they should annoy and infursate instead, they contribute no end to Hill's overpowering noir feel. More often than not, the game doesn't need to chuck in a houge monster to scare you – its sound alone can scare the life out of you. Fans of the aforementioned The Legend Of Hill House will be more than aware of how that can work

The incidental spot FX are remarkable, too, You can be walking through a room when "BOOM" a wall resounds with the sound of something hitting it. Or did it come from underneath you? What happens nex? From a child crying to assorted ominious rumblings, Silent Hill's mood is coloured by its fantastic audio devices Early on in the game, you find a pocket radio.











Silent Hill



(1) Silent Kill starts here. Well, about five minutes before in this very room, really. But we wonn't spoit the surprise for you. 123 Better to run away from the winged heastics. (33 A brack of glocenstury Rules. But what the hell?

After a hair-raising surprise, you discover that it spits static whenever a monster approaches. The closer the creature, the more insistent the garbled tones. It's a simple, yet brilliant idea

At first, Silent Hill's stock of monsters appears disappointing. The residential area of the town that

THE GAME DOESN'T NEED TO CHUCK IN HUGE MONSTERS TO SCARE YOU - ITS SOUND ALONE CAN SCARE THE LIFE OUT OF YOU.

you first explore is filled with mutant dogs and harpylike flying creatures. Compared to Resident Evil 2's well-realised zombies, these are initially disappointing because at this point in the game, you're not quite so enmeshed in Hill's quirky way of thinking. You see, it's not a shoot 'em up, not by any stretch of the imagination. When Harry misses his shots, it's because he's cast as a more realistic, faintly inept protagonist. Lacking the pinpoint accuracy of Lara or the comic-book proficiency of Syphon Filter's Gabe, he fudges his way through confrontations. More often than not - and especially





THE TELL-TALE HEART
It's such a simple idea. Why did
ne-ne think of this hedove?
When flarry becomes
injured, your blast shock
port, your blast shock
nee, don't you?
effectively vibrates to
simulate his
increased heart rate
and flear. Experim will,
we'll wager, be kicking
thomashors for missing that one...

when faced or chased by a few opponents – it's easier, safer and more sensible to simply run away. You can become quite handy with firearms and club-like weapons, with practice. But it takes time.

The monsters get better as you progress through Schen Hilf's Gloomy streets. There's one, in particular, that will frighten the life out of you. It lopes at speed after Harry, and looks like a bizarre kind of primate. Once the monsters have his scent, they pursue doggedly. With another clever camera technique, you see these creatures behind Harry, but just in front of your view of proceedings. Trying to shake them off before they leap on to your back can lead to some panicked, frenzied D-pad manoeuvres. To make matters worse, towards the end of the game, they hunt in packs.

Being first and foremost an adventure game, Silent Hill is packed with puzzles.



One of the spookiest parts of Silent Hill is the mysterious Otherworld - a horrible, twisted alternative to the real world. The pictures show [1] the real world. [2] New here's that building again, this time in the Otherworld.

(3) Real world. (4) Otherworld. Got the hang of it? (5) One of the most raught events in Silent Hill is being in the Otherworld, but outside. Reads and paths are resinced by metal platforms. And there are lots of nastless.











PUT IT ON PAST MIDNIGHT AND YOU'LL STRUGGLE TO RESIST THE TEMPTATION TO SLEEP WITH THE LIGHTS ON, IT'S THAT GOOD.



Most of these are fairly elementary and of the findthen-use variety. Others, though, are based on riddles and scraps of clues. Refreshingly, there are few instances where you find yourself running around aimlessly, searching for the way forward. Konami have pitched the difficulty of the plot accurately. More often than not, your next objective is clearly marked on a map. This shortens Silent Hill's lifespan - there are fewer time-consuming searches for the next onen door - but makes it a far more enjoyable experience.

The variety of locations and visuals in Silent Hill is hugely impressive. From a shopping centre to a school. the town bens tireless evolutation to appreciate the incredible number of incidental details and touches. It has a fine line in subtle (well, ish), referential humour, too. A shutter covering a shop front is daubed with the word 'redrum' - a clear nod in the direction of Stephen King's The Shining. Look at the street names and you'll notice they are named after famous horror writers - from King pseudonym Bachman to Psycho author Bloch. A hotel visited late in the game is called Norman's Motel any relation to the infamous Rates residence? These little peculiarities aren't over-laboured and it's fun just running around Silent Hill trying to find them all.

There are other secrets to find, too. Complete Silent Hill, and you get the opportunity to grab a collection of great weapons -Including a chainsaw and a katana sword Better still, there are five endings to discover, influenced by in-game events. Four are available from the start and a fifth, available after you have completed Hill once, has its tongue firmly placed in narrative cheek. It's as funny as hell, and provides a welcome piece of comic relief for the dedicated

Silent Hill is an astounding, benchmark





videogame. More frightening than any other title before it, it's remarkably atmospheric. As you play, you'll find yourself sitting, mouth agape, thinking "Games just don't do this sort of thing!" Play It in the daytime, with the bustle and noise that accompanies naturally-lit hours and its powerful hold is lessened. Put it on past midnight, when you're alone, and you'll struggle to resist the temptation to sleen

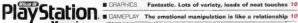
> with the lights on, It's that good if only Konami could have worked little harder on the dialogue. Compared to the rest of Silent Hill. it's woefully amateur and disrupts the extraordinary atmosphere. It could also benefit from being longer - It's roughly the same size as Metal Gear Solid. But, like the aforementioned classic, it's an experience first and foremost. The one area that games consistently lag behind their cinematic contemporaries is in how effectively they manipulate mood and emotion. Silent Hill teases both in a manner that, to an uninitiated observer, would suggest such excellence is commonplace for

videogames. Naturally, it isn't and that's why Silent Hill is such an outstanding title. Buy it. James Price



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player after all the horror. VERDICT

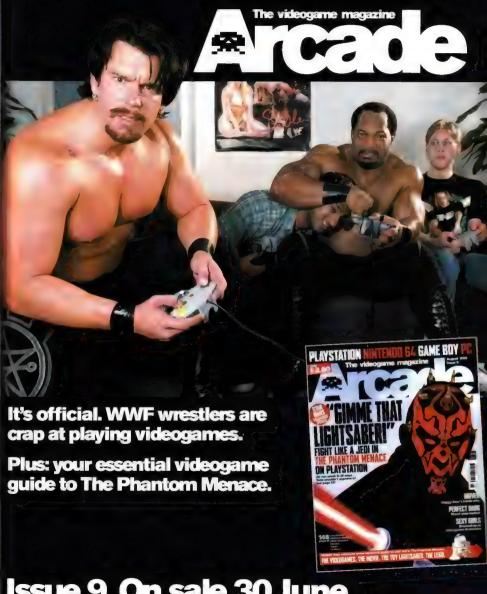


Fantastic. Lots of variety, loads of neat touches 10

Magazine 3 LIFESPAN Not hard to finish, but there are five endings to see 8

A stunning, genre-defining adventure from Konami. More frightening than Resident Full and more evocative than Tomb Raider 3, It's a landmark game.





Issue 9. On sale 30 June.

Playle's i



Virus

coming on, Shudder, [7] They bleed they do. Yes.

It isn't defrosted from a glacier or bubbling up from the Mariana trench, but we're sure it still blames its mother. Meet an alien virus called Evil...

hese days everyone expects games to be sexy. No, we're not talking the revolving twin orbs of Lara Croft's rump, nor are we banging on about some Ruud Gullit-inspired wingback formation in FIFA '99. What we mean is that once you've experience the silky smoothness of Metal Cear or the fast-moving scenery of Rulge Racer Type 4 you never want to go back to the ropy, barely-presentable videogames of yesteryear. Unless, of course, you are the creators of Virus.

Not to be confused with the hoary old classic of the same name, Virus is based on a shock-flick from the US that is in turn based upon the Dark Horse comic. Alliens have landed in microscopic form and are busy infecting everything with their mutant DNA. Only a policewoman called Joan and her partner, Sutter, can save humanity from extinction at the hands of these

ALIENS HAVE LANDED IN MICROSCOPIC FORM AND ARE BUSY INFECTING EVERYTHING WITH THEIR MUTANT DNA... viral invaders. Cue 3D action, as you make Joan run up and down corridors shooting at things.

There are switches to press, there are both humanoud enemies and static defences to be destroyed and there are the distinctly finickly controls to get used to. Rather than giving the controls that are here, it's more enlightening to list the features that are absent. There's no sidestep or roll, no strafing of any kind, no Sniper Mode. no aimmg up and down, no apprecable difference





(1 - 21 Me's a big bloke but if you just keep pummelling the fire button in his general direction he'll eventually explode. Combat is painfully simple.











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YOU WILL BE REWARDED WITH LONG BOUTS OF SHOOTING AT ON-COMING ENEMIES ALONG WITH EXTRA WEAPONS LIKE UZIS...

> between close-up and far-away blasting. The enemies don't recoil from your fusillade of bullets and are seemingly incapable of walking around a static, tasered comrade. Even when they die they remain annoying, not letting you walk over them until their poorlyanimated bodies decompose. Essentially every encounter is the same - you open a door, you enter a room, you flick a switch and a gang of enemies appear. You then run backwards around the room blasting, trying to avoid getting stuck against a wall or smacked by enemies that are faster and more agile than you.

> Visually things are passable, but in no way a treat. The game sticks, mostly, to corridors and rooms to minimise the opportunities for alitching. Rotate loan on the spot and the world moves fast enough, but try running in a circle and more frailties appear, as you fail to evade in-coming fire - even this, it seems, is too much like dodging for Virus's liking. You might be inclined to forgive much of its brutal simplicity if the game were better structured. Instead, with no restart points and no opportunities for the tactical conserving of ammo or health powerups, you're forced to play the same level over and over again until you kill the right boss or find the relevant switch. Persevere and you will be rewarded with long bouts of crouching and shooting at on-coming enemies. along with extra weapons like uzis and bazookas - but



even with more fire-power you're unlikely to become enthralled or addicted

In a world of Metal Gears and Tomb Raider 3's what place is there for a beast such as Virus, that can only deliver flawed 3D entertainment? A place at the bottom of the heap, it would seem. For the same £40 you could get Resident Evil and Fade To Black or a whole Metal Gear Solid or Tomb Raider and Tomb Raider 2 or Die Hard Trilogy and Doom or ... Exactly.

Pete Wilton

in the overalls. (5) 'Find the Evil and

destroy it' Well, that's a clear briefing.

POETIC MOVIE LICENCE

Virus is based on the film starring Jamie Lee Curtis and Billy Ealdwin and the Bark Horse comic book. Joan is the same character as Kit (Curtis) with Sutter representing Steve (Baldwin). While the basic scenario is the same, the game strays from the film's locations as Crye felt that a game set entirely on a boat would be too limited...





Virus the movie has been called 'Alliens on a boat'. No had thing surely?



skinny, she's never

out of sewers and dinay corridors.

,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,
Sheet Mile	18/10	PSMMS
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Recident Evil	8/10	PEMI
Mana	4218	00000

Alternatively...

PlayStation. GRAPHICS

 13	RI	9	ıc	т
GF	AF	H	ICS	

Functional, but not pretty 5 Stupid, awkward, predictable 4

Guns, monsters, tasers... So how come it's such a turn-off? Because it's badly designed and sloppily executed. Not Frustrating and repetitive 3 even a poor man's Resi Evil, just poor.









Aironauts

"Stop the pigeon..." Cartoon criminals Dastardly and Mutley

prepare to enter the Thunderdome. Or something equally confusing.



lright, here's what happened. Some bloke at the developers had a childhood obsession with Wacky Racers, watched Arnie in Running Man, checked out Gladiators on the TV and thought, "Aroooga! There's a videogame in here somewhere!" And he was quite right.

Creating a media overlord by the name of Bob McGuffin, pulling criminals from futuristic prisons and making them wage aerial war across the skies, sounds like an excellent premise for a videogame, it could be great Spinning highly-manoeuvrable mechanical flying beasts around intricately designed levels. shooting up your foes with an expansive range of power-ups and causing general mayhem to the delight of a TV audience of two and a half billion. The prize? Freedom.

Pity then that, for a number of reasons, Aironauts falls flat on its face. The rigs used to fly round the levels are supposed to be state-of the-art, futuristic flying machines. You should be able to throw them around like Douglas Bader in a Spitfire, but in reality a double decker bus has got a tighter turning circle than these chaps. Even the special 180' spin takes far too long, to the point of causing extreme frustration For an example of the trouble this can cause, check out the guardian battles. Hit your opponent once and

he'll tuck in tight behind you, following your every move and making it extraordinarily difficult for you to let off a good shot. After the fourth level, this becomes plain irritating.

The entire game consists of 11 levels and a training arena. There are no hidden levels, no hidden characters and, although the difficulty level shoots up at around the fourth episode, it's not challenging enough to maintain long-term enjoyment. This is compounded by the fact that it's one-player only. Surely someone could have seen the potential benefits of sticking in a splitscreen Two-Player dogfight to increase the lifespan? In





(1 - 2) They fly through the air with the greatest of case. Except they don't.











■ PRICE

Red Storm

F34.99

■ DEVELOPER STYLE:

■ AGE RESTRICTION Three and over Flying shoot 'em up

Red Lemon





[] - 3] While it looks super fast and twitchily manoeuvrable, it's not. Honest Set on the blind side of any one of the bosses and you're in big trouble.

an age of games which last more than 40 hours, there's simply not enough here.

Graphically it's also a bit ropy Sure, a year ago it would have been passable, but with other developers constantly pushing at the PlayStation's technical limitations it's not really up to scratch. In an effort to create a bleak futuristic environment they've dimmed the lights to the point where you can barely see your intended target as it speeds round the arena. The structures that litter the stadia are incredibly blocky, and shaded in colours that rival WipEout 2097's for garishness. Which is a shame, because a bit of clarity would have made the game significantly easier to play.

The soundtrack's disappointing too Comprised of clattery techno that's barely in stereo and sounds like



A DOUBLE DECKER BUS HAS GOT A TIGHTER TURNING CIRCLE THAN THESE CHAPS, EVEN THE SPECIAL 180° SPIN TAKES FAR TOO LONG.

it has been generated using Music, it's a far cry from the big-name dance and indie acts that are turning up on other titles.

Aironauts remains a fine and original(ish) idea, but ideas need to be carefully cultivated if you want to turn out a winning game. Sadly, this one has been poorly executed. With a bit more attention to detail this could have been a superb title. You can't help feeling it's a missed opportunity.

Dan Mayers





[1] Sadly, targeting is not an option in the game. [2 - 3] "Woah/Yeah/For the urings of a dove..." Which would be handler than the wings of a double decker hus. (4) Pick surself a prisoner, any prisoner...

Alternatively...

Thunderhoots 2	E/10	PSMI
Air Race	7/10	P\$1426
Airments	4/18	79M48
Wing Syar Z	4/10	P\$M47

VERDICT



Blocky, dim and the levels are too small 4

Just not quick enough 5

Frustration drags this way down 4 enjoyable experience.

There's a great game buried in here somewhere. A bit more thought and this could have been a thoroughly



Bugs Bunny: Inst In Time

For the first time in history we've actually been looking forward to a game packed with Bugs. And Infogrames have ruined the fun with a shoddy platformer.

> iven that it's de rigeur to refer to games which pursue a non-realistic style as 'cartoony'. it has taken a while for the world's most famous cartoon character to arrive on the PlayStation. Forget Bart Simpson and the South Park cast - Bugs Bunny is the original animated upstart, ever ready with a lightning guip (or a stick of TNT) with which to repel the leaden-footed enemy. Yep. Bugs Is an ideal star for a PlayStation adventure and much effort has been made to keep his videogame counterpart faithful to the cartoon original

Bugs eats carrots to replenish spent energy, he makes full use of his large ears to land softly on delicate surfaces and he kicks opponents up the backside. Ignore the fact that he's voiced by a poor pub impressionist, and you'll believe that this is Bugs Bunny just as Chuck Jones intended him to be. All his traditional foes are poised to thwart your progress and even bit players from the Warner Bros back catalogue, such as Rocky and Mugsy. are ascribed roles as tall-hatted '30s gangsters. As a 3D game imitating a 2D cartoon world, Bugs Bunny: Lost In Time is initially impressive. So where did it all go wrong? Sackful of old cobblers as it is, we can't

really blame the plot. Deposit Bugs Bunny in a magic sewer trying to negotiate his way out through a portal in the U-bend and no-one would care, as long as the game was full of original and engaging platform activity. Bugs Bunny: Lost In Time finds our hero stranded somewhere in the space-time continuum. From the Stone Age, to the Medieval period, to the futuristic Dimension

WE FIND OUR HERO STRANDED SOMEWHERE IN THE SPACE-TIME CONTINUUM. FROM THE STONE AGE TO THE MEDIEVAL PERIOD.

X, the aim is to collect enough clocks to return Bugs to the present day. Progress is non-linear, but a certain number of clocks are required to access each era. Within an era there are an abundance of levels and bonus levels, providing the game with formidable depth.

The problems begin as soon as you wander out of the time machine and straight through a solid block of stone. Surely that shouldn't happen? Then you attempt to leap on to a pole and realise that the process of







■ PUBLISHER: ■ BB EASE DATE

■ PRICE

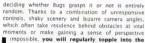
Infogrames # DEVELOPER Out now AGE RESTRICTION ■ STYLE

630.00





- 4) Even booting gangsters up the aree, detonating TNT, or riding a unicycle can't disguise the reputitive and frustrating nature of the gameplay.



sea or off the edge of a cliff. There aren't even any flying carpets or trampolines to arrest Bugs' plummet in a comedy manner - simply an ignominious return to the beginning of the level

It seems that this frustrating imposition of the random factor is the only real barrier to rapid progress through the game. It's packed with platforming staples. such as stacking boxes to access a higher level and collecting torches with which to ignite dynamite. If these basic challenges have you reaching for the tips hotline, Bugs' irritating warlock mentor usually materialises and tells you how to do it anyway. There are a few original puzzles in the later eras, particularly those involving Bugs' inventory of magic spells, but by this point you could well be beyond persevering. Even the numerous subgames and bonus levels are hardly worth busting a gut to access. They generally consist of Yosemite Sam haphazardly slashing at you with a



IT'S PACKED WITH PLATFORMING STAPLES, SUCH AS STACKING BOXES TO ACCESS A HIGHER LEVEL AND COLLECTING TORCHES.

cutlass while you try to fend off his attack and jump on his head. Rubbish

It would be too simple to forgive the manifest faults of this game in designating it a 'title for the younger gamer'. Every six-year-old is capable of recognising a quality platformer when he sees one. For the older PlayStation owner, keen to recreate the manic thrills of many a classic Looney Tunes moment, all they have is Elmer Fudd vowing to "get that wabbit" and the odd anvil falling from the sky. The gameplay itself is a shambles. And, sadly, that's all folks. Sam Richards

THE LOONEY BIN

A cast of Warner Brothers' favourites make appearances throughout *Bugs Sunny: Last in Time* and their rele is largely to distract our hero from his time-travelling quest.







YOSEMITE SAM The mountachlood midget stars as a pirato, complete with eyepatch, parrot and several pieces of night. Milariously, one of his leve is titled What's Up Dock.



DAFFY DUCK Makes a guest appearance in a bizarre subgame. turning pictures of himself into pictures of Bugs in an mpt to persuade Elmer Fully that it's rabbit season



MARVIN THE MARTIAN The little guy from outer space is the proprietor of a space station full of hi-tech wizardry. Appears to have spawned a plague of kothersome baby Marvins.

Grank Sandcost 3	9/10 PSM40
Pandacusius	B/10 PSM/4
Druc Z	8/10 P\$NAC
Grash Sandicest 2	8/18 <i>P\$8627</i>
Date Communication	Eric consen

VERDICT



■ GRAPHICS Faithful to the cartoon, but seriously flaky 6

, ■ GAMEPLAY Frustrating and unimaginative 4

Lots there, but it's all so similar 5

The greatest cartoon rabbit to ever munch a carrot is ill-treated in this disappointing platformer. It lacks variety and is random throughout.







PUBLISHER: RELEASE DATE

■ DEVELOPER Starsphere Interactive ■ AGE RESTRICTION:

None Chess sim



Chessmaster 2

The Wu-Tang Clan are big chess fans. Would you accuse them of being woolly-pully wearing geeks without ladyfriends? No, you wouldn't. Chess then - it's the New rock 'n' roll...

> ince electricity hadn't been invented in ancient times, chess filled the same sociological niche as Tekken does today. They share similar feint-counter-feint action. There's a link between the use of psychology in reading your opponents' intentions. And chess even has special moves - who can forget the sneaky Castle or fiendish En Passant Capture, eh? So, logically, for historical reasons alone, you should own this.

> You're not convinced, are you? Understandable, No matter how hard anyone tries to persuade you that this is a trouser-vibrating arousal machine you're not going to believe them, are you? Because it's chess innit? But if you do want to play chess, there's only one question of any importance. Does it play well?

A definite yes. And, even better, it can play really badly too. Because while this will (hopefully) be purchased by people who just want an occasional partner, its hidden strength is the aid it offers to beginners. All manner of options re spliced into its streamlined form to assist with the first trembling, tactical steps. Chessmaster will happily display how certain pieces can move so there's no question of "Which way does horsey gallop?"

For the more learned it can display which pieces are under threat, or pinned, or even the amount of control either side has. The assist functions are nimble, either whispering a quick suggestion or giving lengthy



netical, 121 This

explanations of why Pawn to D4 is such a noble idea. Computer opponents vary from simulations of historical grandmasters to fictional characters. This leads to a Campaign Mode, where you push up your rating through conflicts with increasingly difficult beings. The presentation is reasonable, allowing rotating 3D or fullon BBC2-o-vision for authentic anality. Still not convinced? Look, if we travelled a 1,000 years forward in time, would the planet's favourite game be Tekken or chess? Actually, it'd probably be Tekken, Tsch.

Kieron Gillen

Alternatively...

0/10 P3NH4

VERDICT Magazine(43) . LIFESPAN

■ GRAPHICS: Clean and clinical, but hardly sexy 4 ■ GAMEPLAY It's one of the oldest games and still compulsive 8

It's chess. If you want to play or learn to play, start here. If you have no interest whatsoever in it, nothing will Until you reach Grandmaster, this should be fine 8 convince you. It's chess. Chess it is.

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Capcom Generations

Capcom invite you back to a bygone age when gameplay offered nothing more than up, down, left, right and shoot. Repeat until tired.

hey don't make games like they used to. And there's a good reason too. Compared to today's polygon-spewing racers, platformers and shoot 'em ups, most classe: 'oldies' have all the playability of an unwashed sock. Space Invaders was only fun in the '80s because nobody knew any better. Yet its simple left-right-shoot mechanics are still fondly remembered by millions. Nostalgia

conveniently hoses away the obvious fact that after you've leapt through lost cities with Lara Croft, strangled guards in Metal Gear Solid, and recklessly driven Dodge Vipers in Gran Turismo, repetitive, retro sprite-annihilation is, sadly, monumentally dull.

Undaunted, Capcom have triumphantly squashed 13 of their dusty colin-op classics on to four PlayStation discs. All of them shun the bubbling vai of Faw processing power contained within your console. Together, this shiny, compact quarter form the Generations collection, memory-tugging inhi-lanthologies that resurrect the

gaming challenges of yesteryear. From shoot 'em ups with tiny blanes, to shoot 'em ups with tiny blaces, Generations proves that whatever rose-tinted recollections you may have of games like 1942. Chosts 'W Coblins and Commando, they are infinitely better than the experience of actually replaying them. The game's limitations have been compounded by the last ten years of videogame development, and are even more obvious. It's worth remembering that the games on these discs hall from a time when to make levels more difficult, the gamelay simply became faster.

Disc One is a case in point, containing a WW2 trio comprising of the fondly-remembered 1942, the not-very-different-at-all 1943, and the can't-spot-the-changes-unless-you-look-closely 1943 Enhanced. All three splash the mechanics of the '80s shoot' em up with a Second World War theme. They invite the player

THE GAMES ON THESE DISCS HAIL FROM A TIME WHEN TO MAKE LEVELS MORE DIFFICULT, THE GAMEPLAY SIMPLY BECAME FASTER



None





■ PUBLISHER RELEASE DATE ■ PRICE

July/August

630 00

■ AGE RESTRICTION ■ STYLE

Retro arcade compilation



you can amaze your friends. The second disc plays host to the Ghosts 'N trilogy and contains the original Ghosts 'N' Goblins, the graphically-refined follow-up, Ghouls 'N' Ghosts, and the bag of extra levels that go under the title of Super Ghosts 'N' Goblins, if you don't remember Chosts 'N' Cabbas from the coin-op or the excellent Commodore 64 conversion, you are in control of a knight faced with traversing a series of sideways-scrolling, demon-infested platform levels to rescue a kidnapped princess - often in nothing but his pants.

every swirling, fire-belching graphic that you can find,

dispatching the irregularly-appearing bosses to rack up

a high-score. The more points you amass, the more

Disc Three, meanwhile, hides the forgettable Japanese oddities that are Vulgus (a futuristic 1942 clone), Son Son (a sideways-scrolling platformer), Exed Exes (another 1942-style button-thumper) and Higemaru (you're this little sailor guy, right, and you have run around the deck of a ship throwing barrels at evil pirates...) The last three games in the collection show how good ideas can be stretched into any format.



[1] If your knight loses his armour in *Chasts 'N' Gobilas* he must complete the level in his pants. [2] 1943 – a new mission, landscape and squadron.

THERE IS, UNDENIABLY. SOMETHING HERE FOR EVERYONE - FROM THE ECLECTIC JAPANESE TITLES TO COMMANDO AND 1942.

Taking 1942's vertically-scrolling blast 'em up basics. Commando swaps the plane for a soldier to create a fast, and surprisingly frantic, game of grenade-lobbing and grunt-gunning. Mercs goes one step further, taking all of Commando's good work but adding bigger graphics and sillier weapons, while Gun Smoke is essentially Commando in the Wild West. A slower-paced shooter with a clever control system that allows you to fire left or right, not to mention left and right as your cowboy walks slowly through Hollywood frontier clichés.

There is, undeniably, something here for everyone from the eclectic Japanese titles you probably won't have heard of to the hardcore, nostalgia-firing joys of Commando and 1942. The games are not without their individual charms. But even with the addition of background info (each game has a gallery of its art. enemy details, plus gameplay strategies and secrets), it caters best for gamers with short attention spans. The games are arcade perfect, but you can have endless repeats thereby enabling you to finish most of the games - this ultimately destroys the whole point of replaying them. Whatever the shops are asking for this retro package, it's probably too much.

Dean Evans

Alternatively...

predecessor. (5) Vulgus is a protty charmiess

Extremely repetitive. [6]

A load of one-man army

1842-in-space clone.

nomenana in Morce.

8/10 PSM29 Names Massam Vol.1 7/18 PSMS The Atari Collection 2 7/18 PSMSS Names Massaum Vol.2 6/18 PSM14 MANAGEMENT AND STREET Harace Museum Val.4 4/10 PSM23

Names Massam Vol.5 4/10 PSM29 om Generations 3/10 PSM48

VERDICT



The wonders of top-down, sprite-based mayhem 3

■ GAMEPLAY A blast from the past that still entertains 5

Depth isn't a retro strong point 1

Unless you're overcome by a feverish desire to replay these shallow old clunkers, don't let fond memories and nostalgia drain your wallet of money.



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■ BELEASE DATE:

■ PRICE

Ah, those magnificent men in their flying machines.

How we wish they'd stayed at home.





(1) Weaving in and out of these girders is almost impossible. IN Rhunt the rock and over it falls crushing opponents. (3) Weapon-style seronautical vehicularity. Yup. [4] What a levely sight. Pity the game's not so good, sh?



ou can imagine how the planning meeting went: "Right, We need something a bit wacky. A little bit kerr-azy. Slightly, you know, zany." "Wu-Tana Flan! Rappers and desserts!" Not quite the right image, I'm afraid."

"Queen LaFIFA '997" 'Now that's just silly

And then, a voice at the back - "Erm, how about... Plane Crazy?

"Plum."

It's impossible to shake the feeling that this game was created solely as dressing for that pun-tastic title, which we could live with if as much effort was expended on the game as on the terrible wordplay. But perhaps that's a tad unfair.

Plane Crazy was originally released for the PC at the tail end of 1997 and it fared reasonably well considering its target audience had been raised on interminable strategy games and first-person shooters Indeed, behind the terrible title lurks a potentially entertaining concept - namely, a racing game with planes, power-ups and imaginative, shortcut-strewn courses. And yet, for all the swooping, cheek flapping, barrel-rolling entertainment that such an idea suggests,

Plane Crazy is seriously hobbled by one major flaw - it's almost impossible to control with any degree of accuracy.

A simple tap to the left or right is rewarded with

VERDICT

a wild swing that makes the many narrow canyons in the game pointlessly difficult to navigate. Elegant flying is, we're afraid, quite impossible. And the controls are syrup-slow to respond. Whooshing over or under the obstacles that litter each track requires more than lightning quick reactions. It requires a thorough knowledge of the offending geography so you know exactly when and where to pull up or dive, simply to give you the time to do so. The inertia, too, is all over the place, speeding up your turn drastically for each nano-second you press on the D-pad. Nasty stuff Saving that, it is possible - eventually - to fashion

a semblance of mastery over Plane Crazy's unique sense of control. It's just that the game is never as precise, or intuitive, or enjoyable, as it could and should be. Which is a shame because the added extras are reasonably entertaining on their own terms. Various power-ups (turbos, rockets and so on) add a little spice, but the best feature enables you to target weak areas of scenery and blast away at it. This way you can create your own handy shortcuts and, possibly, crush your opponents beneath the huge stone pillar you've just dislodged. A nice touch, and one that stands out from the rest of

But those are the good bits in a game that will probably only entertain you for ten minutes when you've not nothing else to do. Which, if you ask us, isn't really worth the £40-or-so asking price. Strip Plane Crazy to the bare essentials and you've got a rampantly mediocre racing game in which it's possible to go up and, yes, down. And nobody in their right mind wants to settle for mediocrity. Do they? No they don't.

les Bickham



Alternatively... B/10 PENCE

Hans Crazy	4/10	PSMA
Gr Contest	6/18	PSM
		,



Magazine 13 LIFESPAN

■ GRAPHICS They're there, but nothing special 6 GAMEPLAY: Quite well hidden and tricky to control 5 it's hard work. And not in good way 5

Who wants to expend loads of effort trying to master the tricky controls for so little reward? Why you'd have to be plain crazy! Best ignore...





■ PUBLISHED Cryo Interactive ■ DEVELOPER Smart Dog ■ RELEASE DATE August ■ AGE RESTRICTION ■ PR.CE 639.99 ■ STYLE













[1] Boh, the scenery is nice. [2] Six craft from which ose. (3) There are weapons, too. Here's one. (41 Drive along the banking, why not? (5) A pilot.

Gaming fans, keep the summer war chest firmly shut.

You have no need of another floaty ship game ...

ow should one spend one's leisure time during the summer months? Playing videogames? Or disporting in the altogether beneath a sprinkling hose? On the evidence of 360. cavorting naked in the garden would seem the better option. A mere glimpse of this futuristicfloaty-ship fare causes a raft of Beavis and Buttheadstyle sniggerage from spectators. Why? Because it's extremely poor. There are floaty ship games and there are floaty ship games. WipEout 2097, for instance, remains a victory for common sense years after it was first published. How then, many moons down the line, can a software company produce a floaty ship game that is so inferior to the aforementioned?

Here's the basic premise of the thing. You choose one of eight futuristic hover ships which are rated

individually in terms of speed, acceleration, agility and armour. Then you proceed to hurtle along a selection of circuits, firing salvos and dispatching broadsides at impertinent rivals. And here's the rub. You can spin your viewing angle 360° to shoot at ships who are trailing behind you. Woo, and moreover, hoo! Actually, you only spin the view 180' to look behind you..

However, looking in the opposite direction to where you're headed leaves you at a slight disadvantage. You cannot see where you're going. Then you hit a wall. And heck, if all those ships you've worked hard to overtake don't just fly on by. The ship's control is skittery in the extreme - the words 'intuitive' and 'feel' are currently residing on Mars at this juncture. Whereas Wipeout gives you a thrilling sense of speed, 360 is merely a perfunctory exercise in getting the darned crate around the circuit, there's no sense of actually being there.

When Pete Murphy's hair was flowing on the Maxwell audio tape adverts, he wasn't playing 360. No sir. Indeed, you can actually negotiate the circuits by tapping the shoulder buttons and not touching the control stick at all. There are three ship views in 360, but hilanously, the camera doesn't change the angle at which you view the proceedings. It just makes the ship disappear or move it further away. Jesus wept...

Hey, but there are tournament and time trial options. And two can play with the screen split and... Look, forget it. The game is positively medieval both in terms of control and visuals. Don't even think about it Steve Bradley







(1) Go head-to-head with a pal. (2) The rendered scenes are the best hits.

Alternatively...

Wipocut 2017	8/18	PBM12
Repli Recor	8/18	PSMZ5
II-Actors	0/10	PSMS
200	2/18	P\$144



stien	GRAPHICS
ation	
agazine <u>ra</u>	LIFESPAN:

VERDICT ■ GRAPHICS

■ GAMEPLAY

Ill-conceived, sloppy controls 2

Shoddy, badly drawn. Yuk 3 An appaling, travesty of a sham of a mockery. The PlayStation doesn't need this game. You don't want this game. A tiresome, short-lived experience 2 What on earth was the point?





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TOP SECRET

MEGASTORES

CONTENTS

EDITED BY DAN MAYERS

Stuck? Write us at the PSM address or send an e-mail to dan mayers@futurenet.co.uk and mark your query Top Secret. We cennot help you over the phone



ANOTHER ENSEMBLE OF TIPPAGE TO ENJOY THIS MONTH, WITH SYPHON FILTER AND APE ESCAPE. PLUS YOUR PROBLEMS SOLVED IN TOP SECRET'S NEW READERS SECTION. GET WRITING NOW...

108 POWERLINE

Pick up the phone, dial 09064 765765 and it's instant access to a world of hitherto unknown cheats and tips, Excellent

108 POWERLINE TIPS

Gen up on the latest hints for Syphon Filter, T'ai Fu, Triple Play 2000, Bomberman Fantesy Recing and Big Air

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Hark! The heroic angel, Gabe, sneaks his way love missile-like through the first half of our extensive Syphon Filter solution

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118 APE ESCAPE PART 1

Oribbling Gibbons on the run, pert one. Bag a chimp and repeat to fade, as Top Secret shows you where the similars lie



TOP SECRET

VStation®

PSM HAS GOT TOGETHER WITH THE OFFICIAL SONY POWERLINE SERVICE TO BRING YOU THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY.

The official PlayStation Powerline is a linique service holding a wealth of immediate gaming advice, available at the touch of a button The Powerline receives, on average, 10,000 calls every single week and currently dishes out tips on over 300 games. A number which is ever-swelling due to the regular addition of the latest tips for the latest releases

We'll be featuring the newest additions to the Powerline each month along with classic cheats and readers' requests (so write to Dan Mayers at Top Secret) Can't see the chest you want

here? Give the line a try. Just call the number below and once connected press O to go to the game menu Now just key in the five figure code printed top left on every game disc fand featured alongside the cheats below). If there are any tips and cheats for that game you'll hear them, so have a pen and some paper ready. As they say

Alternatively, phone the Powerline and wait to hear the current range of other options including the latest release schedule. Just press the button required What could be easier?



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DWERLINE



01910

SYPHON FILTER

ALL LEVELS: Hit pause and highlight the select mission option Press and hold the following combination of buttons, leaving the So button till lest. O. O. O. O. **(B)** (B) (⊗)

ALL WEAPONS AND UNLIMITED AMMUNITION: Pause, select the weapons option and hold down 🚍 (O), (N), (N), (N), (N). Again leave (⊗) until last. You'll have to do this for each subsequent level if you want to pick up the goods

ALL SHOTS KILL WITH ONLY A SINGLE SHOT EVEN AGAINST FLAK JACKETED SOLDIEDS

Pause, highlight the objectives, press and hold -. (a), (b), (b), (c), (c) 8. You'll hear Gabe say "Understood" if you've done it right Bear in mind it doesn't work on certain level basses

WATCH ALL OF THE FMV SEQUENCES FROM WITHIN THE GAME: On the first mission,

Georgia Street, Washington DC. head for the movie theatre where

you picked up the sniper rifle Stand in the doorway of the movie theatre and pause the game Highlight the sound option, press worked you'll hear Gabe say "Got it." Get it wrong and you'll just hear laughter When you un-pause, dart through the theatre doors and into the cinema proper & skips a movie sequence, E quits out of the film Take some popcorn

INCREASE THE DIFFICULTY: On the title screen, press and hold . @. 40, 69, 69, 8. You'll hear Gabe shout "Damn it" Likes an easy life does our Gabe

01460

T'AI FU

To activate the following cheat codes first enable the following cheat code from the map screen. 68, ⊗, 68, ⊗, ⊚, ↓, and ⊚ "Cheats Enabled" will show on the screen if you get it right.

LEVEL BOSS CHEAT: From the map screen hit ID, A, ID, A, O, ⊕. ↓. ⊕. ↑. →. ←. ↓. ↑. and







Unleash the tiger in T'al Fu and the black 'ree and white dinessur in SFR.

m from here you'll be able to access the full list of level bosses and levels

STORY SELECTION: Again on the map screen key in a, a, a, a. ◎. ◎ ↓. ⑥. ↑. ←. →. ↓ ↑. and . You'll see a menu of all the cut scenes available in the game to choose from

CREDITS DISPLAY CHEAT: Key in (B). (A). (B). (A). (B). (D). (A). ↑. J. ←. →. ↑. and co. This combination should show you the end-of-game artwork, which includes rough sketches of characters as well as locations

For the next few cheats you'll have to input the following code at the beginning of every level you want to up on screen

ALL FIGHTING STYLES: (B). (A). Ø, ←, → and @. You'll see "All Styles" up on screen if it works and be able to fight like a man. Or a tiger even

ACTIVATE FULL CHI: Key in CO. ♠, Œ, ←, →, and ♠ Unce this is activated you'll see "Full Chi" displayed on screen and obviously the character will be fighting fit, spiritually

FULL HEALTH: Hit 19. (a). (c). ←. . and and you'll have "Full Health" displayed on screen

TEMPORARY INVISIBILITY: Enter in the following sequence . . . Œ, ←, →, and Œ You'll be invisible for somewhere around 30 seconds



Grab even bigger air with our all levels and all players cheats you falde



UNLIMITED LIVES: Key in co. (A) OD. ←. →, and ↑. Once this is up and running you'll see nine lives displayed on screen and reap the benefit of nine lives for the rest of the level You'll have to re-enter it for the next level, though

MORE BLOOD ON SCREEN: HIS Blood" will be emblazoned across the screen once you input this You'll also be invincible for 3D seconds Berserker

DOUBLE THE SIZE OF YOUR ENEMIES: Input @ . A. . . . →, and ↑ Double-sized enemies will appear on screen and the big boys will scream around the corner It only works for 30 seconds though. Which is probably a good thing

HALF THE SIZE OF YOUR **ENEMIES:** Hit the following combination as, (a), (a), (←, →), and J. Half-sized enemies will flicker on the screen and you'll have 30 seconds to destroy the dwarves

TBA

TRIPLE PLAY 2000

INSTANT HOME RUN: Step up to bat holding all four shoulder buttons and hit (a), (b), (a), (c), (c),

 ← and → for instant scoring action. Easy

CONTROL THE CAMERA: Hold down the four shoulder buttons and press →, ←, ↑, ↓, →, ←. Turn the lens with a + directionals while • + directionals makes it. swing round quickly. I makes it zoom out, a makes it zoom in. (a) for a high view and @ gives you a low view

TBA

BOMBERMAN FANTASY RACING

MORE MONEY: Save the game to a memory block, then save it to a different one. Head for the bank, select Money Transfer, and start siphoning your funds from one card to the other

HIDDEN ANIMALS: Buy up five kangaroos and all five dinosaurs You'll then get a hidden Black Kangaroo and a White Dinosaur.

TBA

BIG AIR ALL LEVELS AND ALL PLAYERS:

Head for the music selection screen and select Blink 182, (dammit) Then cue up Blink 182. (untitled) and guit the screen As you leave, the game will be squealing Blink 182, (untritled) Go to the character selection screen and hold down @ + @ + @ + 8 The words Blink 182 Rocks will appear and you'll be in the cheat mode





THOUGHT YOU WERE ON FOR A LEGACY OF KAIN GUIDE THIS MONTH? NO CAN DO, MY FRIENDS. THE VAMPIRES AT EIDOS HAVE RESCHEDULED THE GAME'S RELEASE UNTIL AUGUST AND THUS WE'VE REPLACED IT WITH A GUIDE FOR THE SNIPERTHON THAT IS SYPHON FILTER, HAPPY HUNTING...





Dodge past the cop car and the CBDC chap and dart down the right-hand alley. Head past the subway and bar and take out the pair of terrorists holed up on the roof at the end Pick up the M16's they leave behind and head off towards the bank in the bottom right-hand corner of your map Another pair of bad guys to hit here, make sure you pick up the ammo they drop, grab the flak jacket from the box and head into the bank where Lian Xing calls for you to provide back up to the CBDC officer who's under fire

As you make your way though the bank you'll stumble across a room full of terrorists Play Quick Draw McGraw and take them all out Xing buzzes you through to the next section where you'll need the torch to pick up the grenades. There's also a box of M16 shells in a room guy on the roof opposite and make your way back to the start point More guys fancy their chances in a gun fight, so shoot them and run into the subway where you'll find a flak lacket. The gate at the end's locked, but you can buzz Xing and she'll show you how to get through

Run to the bar, duck inside and make your way to the left. You'll find a room here with a bloke to kill and a window to shoot out. Climb through the window and up on to the black box near the gate.

up, head back outside, shoot the



from which point you can swing across to the iron pole Slither down and go left to the Grenade Launcher, then back to the gate Blow the lock off the door and flick the switch to summon the elevator which you can use to descend into the depths to find a switch that turns off the power. Kravitch [Lenny?] is your next target

Head back to the blasted window and wait for Xing to give you a bell You'll then find Kravitch holed up behind the bar with a bunch of troops Kill 'em all and pick up the shotgun. Fire off a shot at the Comm Array in the corner of the room and amble through the open

you go. There's a bomb at the end for you to check, so take the left hand track until the explosive device pops up on the radar - just watch out for the train! There's a tunnel on the far left of the map you can use to get access to the basement, picking up a Flak Jacket on the way. Sneak up to the bomb and gasp as it goes up in Gabe's face.

LEVEL TWO: DESTROYED SUBWAY

Mr Gabes alive! Double back on







TOP SECRET









You'll come across two hostages and two temonsts. Taser the one on petrol and shoot the other one in the head with your new night, vision rifle. Pick up all the ammo



lying around and head off towards the maze. You'll have to be very quick and eccurate with your shots around here. Climb up to the Comm Array, but held your fire Xing directs you off towards Marcos, but you'll have to sneak round the maze and use the sniper file to short out the lights to get hold of him. From here it's time to legit back to Freedom Memoral

FREEDOM MEMORIAL

Boss time again - this one's Anton Grideaux Watch our for his flame-thrower, tuck in tight behind him and fire off bullets at the canisters on his back until he explodes. He's fairly nippy, so you'll need to use the pillars for cover and fire off shots when you can. Use the 45







for maximum penetrative power. Or failing that a machine gun. Heh

LEVEL BOX EXPO CENTRE RECEPTION

New York City beckons and you'll kick off with a sneaky stealth mission. DO NOT, under any circumstances get seen or it'll be game over Take it slowly, but surely. When you see Phagan heading towards the door stop and clamber up on to the left-hand ledge. Hit the two guards that pass by, grab the HK-5 that they drop and run into the room with the strange rock formation. Smack the next guard by the door and head into the statue room where another guard's waiting to get tasered After he's been hit, run round and out of the room making sure you're not seen

Watch out for the last guard, he's a bit wilv. Use the silenced 9mm to put a bullet in him and settle down for the cut scene Then use the

sniper rifle to take out Benton and blag the keycard and G-18 machine gun Give Xing a tinkle, head toward the left-hand gate and open it with the control panel Shoot the guy on guard duty and go into the door labelled 'Museum Staff Only' There are three guys here to shoot out. The first one's simple, then you'll have to sniper shoot the pair hiding behind the statue Climb up to the locked door, blow the lock off and carry on through to the

next taserable bloke Dropping down from here brings you out by the next keycard

Head back up to the door near the fan, flick the switch and dash through the gate. Hit the two chaps here and pick up the keycard one of them drops, before flicking the switch to open the gete and heading down the lift. Dart through the blue door on the right and on into the Mars Room via the







TOP SECRET



'Museum Staff Only' door Off the four bad guys in here and locate the switch. You can't use the switch yet so head back to the rocket and shoot up to level two in the lift. A bullet in the elevator switch allows you up to the third floor Kill the guards, bag another keycard and drop back

downstairs to the Mars area. where the key opens the door Keep blasting away at the guards. grab the K3G4 from the box and run back to the space shuttle Hang off the bridge, haul yourself up and over and dash through the blue door

EXPO CENTRE DINDRAMA

Sneak through the door and cautiously kill the enemies Everyone will require head shots with the silenced 9mm, as they've all got flak ackets on. Rifle through the lockers for extra bits of kit and run towards the room above the class dome. Hang on to the bars that run along the ceiling, swing over to the middle and drop down

Dart into the corner of the

next room, shoot out the terrorists, and pick up the keycard one of them drops Fly though the red door, hide behind the T-Rex to snipe at the guards and locate the switch through to the next room Shoot out the guards and clamber up and over the aquarium to earwig on a conversation between Phagan and Aramov Use the taser to hit Aramov

because you can't actually kill her vet. Once this is done. clamber up the dinosaur, shoot the



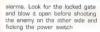
CHARL BUILDING RHOEMER'S BASE

Pop a cap in the first guard's head and duck into the building on the right for the gas grenades. Sneak up behind the truck, kill the second guard for the PK-102 and shoot out the light for a bit of cover in the shadows Another bloke heads

your way so take him out and dash towards the first gas tank. Plant a nugget of C4 on the front of the tank and listen to Xing when she tells you to cut all the power to the motion sensor. Take out the guard on the right and desh up the ramp to the walkway. Two of the guards leave the area so kill the one that hangs about, and head down the stairs for the night rifle and grenades. Kill the next two guards with gas grenades and anipe out the next pair when they're apart That way you won't raise any







Spread a shroud of darkness across the room by shooting out the large light, then hit the guard in the building to the left. Plant a pile of C4 next to the tank and bush on towards the right, sniping guards as you go Shoot out the next light and dump another load of C4 next to the tank. Head towards the final tank where Gabreks waiting and duck into the shadows so he doesn't spot you Kill him with a gas grenade, then pick up the keycard and flek lacket. Use vet more C4 on the tank and kill the guards by the house on the right Open the gate ahead with the switch and flick the next one with



the keycard Shoot out the lights once again and skip past the truck Down in the bunker you'll have another couple of guards to kill before bearing down the left hand path

BABE BUNKER

Steer well clear of the electric fences or you'll be instantly fried







Instead grab the flak jacket, head for the junction and hit all the enemies lurking on the left. To the right is a switch which you can shoot to deactivate the fences Creep through the first door on the left and whack the guy inside, you'll also pick up the first pair of the ten SS-23 missiles lying around the level Xing gives you a bell, so check the panels by the missites and leave the room by the new door. Shoot out the guard there and the panel to open the fence through to the next section where you'll stumble across a couple of guards to kill. Bear right and hit the new enemies here, before heading round the central room to pick up a fresh flak jacket. Yet more guards to hit here before opening the door ahead and whacking more soldiers inside. Pull out the missiles from this room with the panel and catalogue them

Run off towards the right, away from the missile room, whack the guards and flick the switch on the left. Dert through the door and you'll be set upon from behind, shoot the devil and activate the remaining four missiles Dash out through the other door, bear left past the guards, hit the fence controlling panel and run down the path to the right. Turn on the elevator with the right hand switch and ride it up to the roof for the next major battle.

BASE TOWER

Bag yourself some flak jackets and weapons, creep down the stairs and activate the panel on the radar You'll be launched into a cut scene,







so after the talk head down the sterns and wait for the helicopter. Stey out of the spotlight and strefe diagonally to get the best shots at the chopper With a few hits under your belt. I'll start to betch smoke and drop below the roof level Watch out here, drop troops will spew from it's belly so smack them quickly and carry on targeting the copter Don't run in a streight line or you'll die

BASE ESCAPE

It's time to escape and you've only got three minutes to get out of here. The whole level's about being so quick and accurate se possible. Back track along past where you killed Gabriek, just staying out of the way of any enemies. Dodge the bullets by rolling and strafing, but make sure you take out the final bloke with the shotgun. Otherwise hell papper your backside with lead shot as you make your way to the Ukraine.

Tune in next issue for more sneaking and blasting hints. Top Secret will feature the second and final part of this essential Syphon Filter guide





TOP SECRET

ANY QUESTIONS?

CRASH BANDICOOT CITED IN DIVORCE PROCEEDINGS? DROP DAN MAYERS A LINE AT TOP SECRET. HE'S HERE TO HELP...

OUTLAW JOE C WAILS...

Congratulations on a fantastic magit's so good I just had to buy it! Now, I was playing Destruction Derby 2 the other day, when I looked at the music and noticed that some of it's for bonus tracks only. I would like to know how to get these tracks as it'd make a good game even better Thanks

Joe C Horndean

> "So good you had to buy it"? Ah 1 only as our readers thought of PSMs collective overdraft so generously As for your DD2 request you might care to skip along to the Champ Mode and nput the following name MACSIPOO As well as being a thin yiveled reference to the inadequacies of a certain brand of home computer it! also open up al the tracks in the game

AHHH, ABRAHAM'S ESCAPADES

i was overjoyed to find the tips for Abe's Exoddus in PSM44, but I syill don't know how to enter the level codesi Please, please, please please, could you tell me how to put these codes in?

John Adams File

Erm, the codes we gave in that ssue weren't exactly codes. Rather







Babe Abe back in Mudokan Mauling shocker. Joking. He's a very nice man

they were location references. If you pause the game you'll notice in the top corner a series of digits That's how you find the location of the secret stuff. As you go through each screen hit pause find the matching reference and you'l be Standing above the entrance to the hidden Mudokans Look out for a pile of empty green bottles anywhere nearby and that's the hole you're after Too tricky for you? Trust Uncle Dan Here's an invincibility cheat to keep you going Hit a and press 0 0 0 0 0 t t t (a). (b). (c) for an invincible

Abreham. There's a level skip chest ton Hold on and press @ O 8 8. But

skipping through

too much means

you won't be able to pick up the

full Mudokan collection so treat it.

WORKING CLASS ZERO

with core

Constructor: I have been stuck on this game for some time now. I can get to level five, then it happens. My money goes down to a minus number. My houses start blowing up. My bank manager wants his loan back and so do the Mob My people start complaining. The council start sending undesirables and I'm there tearing my hair out. Help! Edward Wilkes

Ashbourne

Some of us get to reax by the pool surrounded by a bevy of Bruce Forsythis hand-medowns The girls not the wigs Others get hit with a litary of disaster and suffer the ignominy of watching their houses collapse around their ears Life ain't fair Eddy - get used to it. Still, constructive trouble's easily solved Get yourself a level two house and make them punks. They! start griping about a hedge so drop the rent and you! pick up some white marks Carry on doing that until there are no black



ANY QUESTIONS?

marks left and make them have kids. Your white marks can be exchanged for hard cash That II keep Mr Wolf from Mrs Door

MIND THE GAP

I am writing to ask about Command and Conquer Red Alert in some levels there's a black cloud which fires Teslacoil beams I would like to know if it's part of the game or if it's because I use cheats Yours puzzled

Robert Nimmo

Antrim

Oh Brother! Yes young Nimmo it is part of the game and not the bug you suggest Responsibility for your Teslacoil trouble lies with the bit of kit known as a gap generator its kind of Ike a Kinggn cloaking device and the only way to deal with tis to send in those troops Once the darkness is penetrated your radars reveal the area and you're free to barrack the outpost with your artillery. We suggest a slice of the airborne variety

DAISY'S CHAINSAW

I've just bought Tomb Reider 3 and can't get into the place where the maz was in TR1 and 2. I had a peek through the gates and saw a quad. I can't find the key anywhere and desperately want to have a rasp. Is there any way of getting it even if it means cheating?

Crazy Dalzy Telford

Daisy you are truly mad as a Cossack Who in their night mind Would want to take a rasp to a guad bike? Surely a roughly hewn plank of wood would be better for the carpenter's most toothsome of friends? Anyway from the dist of your letter you seem to require entrance to Larais race track. Not being averse to bending the rules,







The levely Lara Creft returns to the acreen in her new thriller. Tube Relder,

perhaps you'd care to try this little code Tap in the following keys while ambling around the mansion, 00 00 x 3, 00 00 x 6, 00 00 x 5, co co x 2 and the gates should swing open. While we're on the subject of Lara's cheating ways here are a few more tricks. Skip. through the levels by tapping in a 09 69 x 2 09 69 09 09 09 69 x 4 (19 (19 (19 x 4 (19 While you're at it key in (B) (B) x 2 (B) x 4 CB CB CB X 2 CB CB X 2 CB x 2 09 00 x 2, 09 to pick up just about everything - weapons medicits and save crystals. But not

ANY ANSWERS? Thanks to our Net Yaroze game

Rocks And Gems, we've been inundated with requests for tips. Stand up Mrs S Scott and Mrs B Jenning from the Shetland Islands. Ditto Ben Squire from Swansea. Since we're busy playing through Dino Crisis at the moment, can anybody else help?





TOP SECRET

IT'S LIKE AN APIARY IN HERE. EXCEPT THAT WOULD MEAN IT WAS FULL OF BEES. OF COURSE. ANYHOW, FOLLOW THIS FIRST PART OF OUR APE ESCAPE GUIDE AND BAG A DOUBLE CENTURY OF FUNKY MONKEYS.

APE ESCAPE



through the docrisely by the entrance and you'll be locked in a cage. Fire off a pellet at the switch on the other side to release yourself, then fire away at the monkey riding the dinosaur Snetch hirm up when he falls off and you're done

LEVEL 1 THE LOST LAND: FOSSIL FIELD

A predictably easy opening level There are four monkeys, but you only need three to get into the next bit of the game. Errab your net, run up to sech monkey and catch them. Simple. Or parhaps not There's another furry fool on a cliff to the right of the field Sadly you won't be able to sarer him in your net until you've got your hands on the propeller.

LEVEL 2 THE LOST LAND: WETLANDS

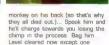
Ready to get your fur wet? The first monkey's streight shead of you over the bridge, so dive into the water. You'll see the second one as you pop up for air. There's a third gibbon on the right-hand cliff through the tunnel and a fourth

over the water apposite that cliff Again you'll need the propeller to catch the fifth monkey who's holed up on the cliff to the right, just before you go through the tunnel Dwing from here sends you so far under water you'll espy another baboon to bag with the weter net

LEVEL 3 THE COST LAND: DITHOSOM WHEN

Clock the entrence as you amble up the slope, but don't go in instead hang a left for the first few monkeys. There's one near the waterfall, another one tucked behind it and another under the pterodecty's eggshell.

Head through the tunnel until you disturb the dinosaur with a



hidden up in the corner
Again you won't be able to get
the final chap until you've got hold
of the slingback shooter Dart

LEVEL 4 MYSTERHUS AND TRICK JUNIOUS

The monkeys are starting to get a lettle elusive now, but your monkey rader should help you out a little. The first chimp is holed up in the third wesps nest on the left. Ignore any doors in the area and scoop up all the monkeys in the main area. There's one hanging from a tree, and another perched on a poet. Don't get hit by the lessers though

Hop in the water, monkey paddle through the tunnel to the dinghy and row over to the pier Spot the wooden post? Clamber up for another monkey, hop back in the boet and head for the wooden wheel. A quick slap with the per







APE ESCAPE





monkey's

sat heatifically



MYSTERINUS AGE MYSTERIOUS RUINS 2 Make a leap over the barrels then

opens up the gate and allows you to jump through into the water and catch the monkey on the grass ahead. Finally you'll find another gibbon in the campsite at the top of the tree trunk bridge

Again, you'll need the propeller to complete this level. Head for that door near the entrance and use the bouncy platform to bounce across to the monkey on the grass Jump in the over and swim up the tunnel without the post markers. Whack the monkey that tries to escape in the blimp thrice with your staff. There's another ape dangling from the tree to your right. Use the catapult to knock him down, then use the propeller to get up into the cliffs for the final monkey by the campaite

LEVEL 5 THE MYSTERIOUS AGE: MYSTERIOUS RUINS 1

A large part of this level is blocked off unless you've got that handy propeller First grab the monkey waiting outside the circle and head

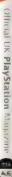
up the stairs towards the building at the top inside you'll find a brown square that drops you down to more water-based antics. Dive in and keep out of sight of the monkey, swim to the bridge round the corner and sneak up on him from behind Head back up the lift and leap across to the mainland and the big round building Just past the little purple devils you'll find a monkey lying in wait, grab him, leap over the trap door and let the monkey drop you down below. There's a moving platform to cross, a monkey on the other side and platforms to negotiate for another baboon. Eventually you'll see a monkey at the top of a slope. You'll have to bag him to get back through to the main section. where you'll find another chimp warting outside

One you've picked up the propeller, come back here to get the leftovers One's straight ahead, then hop over the wall with the propeller and bag the monkey in the middle. You'll find another little chap operating wind generators in the big hall to the left and another one on the thin ledge up above There's another one skulking around at the building at the top of the floating columns, beg him and fall off to the left of the top column. Far from dying, you'll land on a cheeky little platform. where a

catch the monkey. There's a hole in the wall through which you'll see a red switch Whack a pellet over with the catabult and walk over the bridge which appears, then jump on to the moving platform and shoot at the switch on your left The next bridge leads to another furry fellow Head back and

push the block to open a gete and

Mount











TOP SECRET



through the gap in the green cage up sheed and you'll sumble across an easy catch. Then you'll have to clamber up the pool across the water to the top and use the propeller to float across to the tower sheed for the ultimate monkey Welking through here brings you to another platform with a switch behind plane of glass. A helty wooden club cornes in handy

LEVEL 7 PRIMITIVE OCEAN: CRAGGY BEACH

This is dead simple. Four monkeys are on the beach Two are frolicking, another's on a sun bed and another's lying on the harmock. Through the entrance you'll find the fifth sitting on the other side of the metal bridge.

Completion of this level, of course, requires three more more monkeys. The first is over the metal bridge in a figning ship, the second is setting on a high ledge on the other side of the bridge. Use the propeller to get over there. You'll need the dash hoof for the next bit. Head through the door across the bridge and hit the wheel inside, that'll open the door scross the bridge and hit the croquet hoops for the final morkey.

LEVEL B

PRIMITIVE OCEAN: PRIMITIVE OCEAN

Hit the monkey on the back of the shark and catch him when he falls off, then swim through the gap on the night and hop on to the first. platform and on up into the beanstalks A monkey is holed up on the grass above, bag him and jump back into the water. Wender up the slope to your left and hit. the wheel, before using the dash hoop to speed over the bridge and catch the chimp there. Jump back into the water and catch the swimming monkey then keep on paddling straight and catch the monkey on the other side

LEVEL 9 PRIMITIVE OCEAN: GARBURIN'S ISLAND

Fire a pellet at the monster and amble through the gaping maw. The first monkey's up the ramp on the left, just watch out for the barrels. Hop down off the ramp and through the door on the right. Head through the level to the furry tonsil and whack it with pellets to turn on the lift. Now you'll have access to a tunnel that leads to a canyon and a couple of monkeys Use the catapult to stun them then scoop them in the bag Standing on the switches in the opposite tunnel operates the doors. but you'll need the desh hoop to get through in time to bag the last pair of chimps

Of course, theirs not the last of the critizers in the level Come back here with the propeller and the car and use the propeller to get up on to the ship. Beg the gibbon there and head back to the mainland where you can shoot through the door. There's a monkey round the corner, grab it and head back into



left over the bridge kill everything in your wey with a few strikes of the staff and smack the switch on the right to open the door. There's a switch inside, hit, it catch the monkey, then head back out and hit the other switch for another glibbon Ignore the door ahead and walk left to the cog where a staff strike will beg you another choice chimp. Coming back here with the

propeller and the remote control car will mean you can get through the other door and grab the



APE ESCAPE

the monster's mouth. Drive your car into the cube to lure a monkey out, then turn and jump into the cave for another. Your penultimate monkey is inside the monster's belly, dangling from a hairy tonsil. Shoot him down with the cataput and he's yours

LEVEL 10

The first thing you see in Ice Land is a snowman out to clobber you Whack him and head towards the igloos where you'll find a pair of monkeys Spin round and jump on the pole, smash the ice and beg the monkey hiding in the frost Back on the snow you'll have to deal with the mammoth patrols Bag the monkey on the first woolly beast and head under the arch, up the slope and hit the big wheel at the top. Jump on the lift and catch a fourth monkey on the ledge to the right. Hop back on the lift and iump to the other ledge to get your penultimate gibbon. Now there's only one more to grab. Come back here with the propeller to pick up the one on the top of the erch

LEVEL 11 THE ICE AGE: SLIDE DOWN THE MOUNTAIN

At last! You've got the propeller Hover over the drop and head into the room where two monkeys are sitting at the table Grab them and hover to the top of the mountain for another gibbon. Head through the door, up the stairs and you'll see a monkey running away. Jump in the pool and bag him, then catch the other monkey on the platform to the right. Use the prop to get him, jump down and head up the slope, avoiding the snowball but catching the chimp at the top The door on the left leads to a lake and an island you can reach with the dinghy. Once there, a chimp tries to escape in a flying ship. Shoot him down and head over to the land on the left. Bag another chimp in a flying ship and tiptoe across the thin walkway for another Your final baboon's in a cave to the right, but you'll need to dive under water to get to it.



LEVEL 12 THE ICE AGE: SPA OF APE

The first monkey's down in the gap beneath you. Once you've caught him, dive beneath the waterfall for another one and jump out of the water and up to the raised pletforms. Hover your way to the top and use the dash hoop to run across the falling bridge for the monkey on the other side Follow the path around, and hover off the ledge on your left for the third

Back at the bottom of the mountain, head through the door and shoot the bears to break the ice. Take first left, then left again and bag the monkey at the end Flick the switch and make two left turns for your final chimp

LEVEL13

CIVILISATION: WARI SABI TEMPLE

Go upstairs, and bag all three monkeys, then head through the door of the main building. Grab the gibbon by the table and the simian on the statue Shoot the one on the roof and drop down the well for the sixth

Clamber up the cabinets on the right and hover over to the walkways for a pair of chimps Drop down the well again and jump across the pillars to the left until you reach the red switch. Smack it to open a hidden room and your final monkey



Use the moving platform and the first platform on your right to reach the first mankey. Follow the wall around to the door and grab the three monkeys in the middle Head through the double doors and hit the switch on your left with the catapult to operate the lift. Walk round the wall at the top, double jump over the loos and drop off the tower on to the grassy platform for a monkey

Back in the tower, hit the gong with your catapult to bag the gibbon in the flying ship. Hop down the hole, then down the pole for another, then make your way back to the lift which leads to your last monkey. You'll find the final prize just outside the double donne ahead

More ape japes next issue in Part Two...









NEXT MONTH... APE ESCAPE PART 2





GAME C H

RTS



Aside from the leap to buy up the GTA bargain-of-the-month, the top paining of Ridge and the Solid are still going strong. It'll take some kind of game to squeeze between that pair, and even then it would be stuck between a rock and a very hard man indeed.

Lestly, as Janis
Joplin said, "Oh Lord/
Won't you buy me/A
game that's definitely
not that blested
Rugrats thing..."



(3) GTA Double



2 (1) Ridge Recenting A SCH



3 (2) Metal Geen Solid Komm



4 (19) Brian Lara



5(6) Puorete

6		C & C RetaliationVirgin
7	(7)	Premier Manager '99Gremlin
8	(23)	Knockout KingsEA
9	(5)	FIFA '99 EA
10	(9)	A Bug's LifeSCEE
11	[28]	Resident Evil 2Virgin
12	[14]	Tomb Raider IIIEidos
13		Warzone 2100Eidos
14	[21]	Populous The Beginning EA
15	(16)	Crash Bandicoot 3SCEE
16	(11)	Marvel Vs Street FighterVirgin
17	(27)	Pool SharkGremlin
18	(8)	Civilization IIActivision
19	(12)	UEFA Champions LeagueEidos
20	(18)	TOCA 2 Touring Cars Codemasters
21	(37)	Gex: Deep Cover GeckoEidos
22	(17)	Need For Speed: Road Challenge EA
23	(20)	Spyro The DragonSCEE
24	(26)	4 PlayStation Megapack Acclaim
25	(36)	Point BlankSCEE
26		R-Type DeltaSCEE
27	(33)	Triple Play BaseballEA
28	(RE)	Theme Hospital EA
29		Tenchu
30	(RE)	Actua TennisGremlin
31		Music
32	(35)	Bust-A-Move 4 Acciaim
33		Cool Boarders 3SCEE
34		Tiger Woods '99 EA
35		RollcagePsygnosis
36		Colony Wars: Vengeance Psygnosis
37		Hard EdgeSunsoft
38		KKND: KrossfireInfogrames
39	(30)	Colin McRae RallyCodemasters
40	(32)	Wing Over 2JVC

GAME SESSION SENSON VOUSFIEST THE PRODUCT IN VOUSFIEST THE PRODUCT IN

MUD FROM 12 JWY TO 5 AUGUST 199

PSM RECOMMENDS

V-RALLY 2 (PSM47 - 10/10)



Slip, slide, slip, slide, slide some more. Ooops there goes the back end, roll out the barrels. Haven't got time to look at the scenery, but am sure it's very nice. Look out for the rocks...

SYPHON FILTER (PSM47 8/10)



Place gauze over tube, insert into container full of liquid and suck, ergo Syphon Filter. It's a sneak 'em up, you're the filter, unwelcome agents are your target. APE ESCAPE (PSM47 - 9/10)



Gorillas have been mythed. Strap on your analogous paddle and track the fellows down. Be warned, they're not simple simians. More like problematic primates.

PRO 18 WORLD GOLF (PSM46 - 8/1D)



Anyone for tee-ness? Most of us at PSM get hay fever, so indoor golf relieves us of a world of eye dribbling. Do wish people wouldn't wear plus fours to work though...











lmages

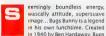








A grey and white carrot cruncher that walks and talks with attitude? Who else could it be?



in 1940 by Ben Hardaway, Bugs has been nominated for three Academy Awards, actually winning one in 1958. No surprise then, that he has also been the star of countless videogames, games that have been guaranteed success thanks to Bugs Bunny's endearing character and enduring popularity infogrames are the latest publisher to jump on the Looney Tunes bandwagon with Buas Bunny: Lost In Time - Bugs'

first outing on the PlayStation. With more sites than a London bus tour, Bugs' fan base makes South Park look like the animated amateurs they are. The Web holds almost limitless images for your perusal, products for your purchasement and pages to pick.

For something guaranteed to make you the life and soul of any party (well, ish), take a gander at the cartoon karaoke section of the official Warner Brothers site, which also lists information about the company's films. There's even more animated antics over at www. loonevtunes.com, where you can play Shockwave games, check out the hot spots and listen to the original Superman radio broadcasts Maybe

Over at Melissa's Bugs Page you can gaze in awe many of the most famous moments from his cartoons at a glance Other sites look into the more political connotations of some of Bugs' cartoons and how they reflect on circumstances at the time of production. Sight gags, slapstick, sublime animation, sociological dissection... Bugs Bunny: a 24-carat star. Catherine Channon

WHAT'S UP DOC? CHECK THESE OUT...

Official eiter www.womenhone.com All your Looney Tones faves: www.xonnevbines.com

Melissa's Bugs Page: www.dragg.net/users/ nernwitt/huns/huns htm

The full story of Tex Avery's eximation: www.texevery.com/story

A most for any swinging party: www.kids. warnerbros com/karaoke







may cabaret Noon



Acclaim 0171 344 5000 www.acclaimnation.com

Moreau House, 112-120 Brompton Road, Knightsbridge, London, SW3 1JJ

Activision 01895 456 700 www.activision.com

Gemini House, 133 High Street, Ylewsley, Middlesex UB7 7OL

Bullfrog 01483 579 399 www.bullfrog.com

The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey, GU2 5AG

Codemasters 01926 814 132 www.codemasters.com

Stoneythorpe, Southam, Warwickshire CV33 ODL

Core Design 01332 297 797 www.core-design.com

55 Ashbourne Road, Derby DE22 3FS

Eidos 0181 636 3000 www.aidos.co.uk

Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London SW19 3RU

Electronic Arts 01753 549 442

90 Heron Drive, Langley, Berks, SL3 8XP

Fire Int. Ltd 01302 325 225 www.x-plarer.co.uk

Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster DN2 5TB

Gremlin 0114 263 9900 www.gremlin.co.uk

The Green House, 33 Bowden Street, Sheffield, South Yorkshire S1 4HA

Grolier 01865 264 800 grotler.co.uk

60 St Aldates, Oxford, OX1 1ST

GT Interactive www.stinteractive.com

0171 258 3791

The Old Grammar School, 248 Marylebone Road, London NW1 6IT

Interplay 01628 423 666 www.interplay.com

Harleyford Manor, Harleyford, Marlow, Bucks SL7 2DX

JVC Interactive 0171 240 3121 www.lvc.com

44 Wellington Street, Covent Garden, London WC2E 7BD Konami 01895 853 000

www.konami.co.uk Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex, UBS 2QE

Mindscape 01293 651 300 www.mindscape.com

Tilgate Forest Business Park, Elm Park Court, Brighton Road, Crawley RH11 9YP

Ocean/Infogrames 0161 827 8000 www.infogrames.com

21 Castle Street, Castlefield, Manchester M3 45W

Psygnosis 0151 282 3000 www.psygnosis.com

Napier Court, Stephenson Way, Wavertree Technical Park, Liverpool L13 1HD

SCEE 0990 998 877 www.playstation-europe.com

PlayStation Careline, PO Box 2047, London W1A 3DN

Take 2 Interactive 01753 854 444 www.takeagames.com

Hogarth House, 29-31 Sheet Street, Windson, Berks SL4 1BY

Team 17 01924 267 776

www.teamsz.com Longland House, Wakefield Road, Ossett, West Yorkshire WF5 915

Virgin Interactive 0171 551 0000 www.virgin.com

74A Charlotte Street, London W1P 1LR

PSM GAMES DIRECTORY







BITE-SIZED MORSELS OF *PSM* REVIEWS STUFFED INTO NINE FACT-PACKED PAGES TO HELP YOU SORT THE GREAT FROM THE GARBAGE. THAT'LL BE THE A TO Z THEN...



ACE COMBAY 2 SCEE - PSM27 - S/18 - Right sim Fantastic, full-on flight action, but you can finish it in a day

ACTUA GULF Branks - PARS - \$/10 - Self sim The fluid player animation and commentary are great. Fore!

ACTUA GOLF 2

Browlin – PSAR22 – 7/10 – Golf sim

Better graphics and new shots fail to
hide basic gameplay limitations.

ACTUA GOLF 3
Greatin - PSM48 - E/19 - Gulf sim
A dated control system means this is
a game for the full-on golf fan only.

ACTUA ICE HOCKEY

Granin - FSM36 - E/16 - Ice

Very ordinary game with slow

Very ordinary game with slow graphics and many minor niggles.

ACTUA ICE HOCKEY 2 Grenin - PSM45 - E/10 - Ice hocker sim

Nice try, but EA's NHL series wins on realism alone.

A slick and accomplished early bash at this overcrowded game genre.

O ACTUA SUCCER 2

Frontin - 70077 - 910 - Institut sin
A hard game to master, but stick
with it. A great footy game.

ACTUA SOCCER 3

Grentia - PSALO - E/10 - Feetball sim

Not enough moves and fails to
convey the sport's flowing nature.

ACTUA TENNIS
Growlin - PSM38 - 5/10 - Tennis sim
The infinitely more fun Smash Court
Tennis remains supreme

ADIDAS POWER SUCCER
Paymois - PSAS - UTB - Fastball sim
The George Best of footy sims: wild,
eccentric, but oh so captivating.

ADIDAS POWER SOCCER 2 Poygeon - PSAEE - 7/10 -Football sim

There are better footy games around, but this has grit and flair.

ADIDAS POINER SOCCER INT. Paygnosis - PSMTB - 8/10 -Sunthall sim

New modes and more realistic team and player abilities. Not much else.

ADIDAS POWER SOCCER 198 Psygnosis - PSM25 - 5/16 -Feethall sim

Disappointing and often infuriating. Packed with minor glitches.

ADVINTURES OF LOMAX

Paymonis - PSM13 - S/16 - Patterner

Fine looking, but very old fashioned.

Would have been ace on the SNES.

AGILL WARRISH

Wrigin - PSM3 - 6/18 - Air combat sine
Rough and unpolished flight 'em up

with a few redeeming features.

AIR COMMAT

SCEE - PSM1 - B/10 - Air combat sim

Flashy Namco arcade conversion Too easy for unguarded acclaim. AIR NACE TWO - PSM20 - 7/10 - Recing/flight also

Pleasantly surprising. Obvious faults, but robust, smart and fun-filled.

AIV EVOLUTION GLORAL

Accions - PEMS - 7/16 - Stratogy

Snapply titled Sim-City clone. Deep,

challenging, but slow in places.

AKULII THE HEARTLESS

Fides = 25M42 = 0/10 = 30 advanture

Edes - PSM42 - B/10 - 30 adventure Snuggles between Doom and Tomb Roider: No-nonsense adventure ALIEN TRILLIEV

Acclaim - PSM5 - B*16 - Shoat 'em up Pant-weitingly-scary Doom clone with focus on intellect and agility ALL STAR SOCCER Eitro Intervalva - PSM2 - STA -

Comedy commentary tries to uplift this mediocre footy sim. It fails.

ALL STAR TENAIS

This Bark - PSH40 - 7/10 - Tenais sim

Not great for the lone player, but
those with a Multi Tap should
investigate further.

ALLIED GENERAL Mindscape - PSM28 - 5/10 -War young

Wer game Dated, graphically hideous war game with few gameplay plus points

ALONE IN THE DARK
Infogrames - PSM2 - B/10 - Action
One of the most picturesque and
playable argumentures argument

playable adventures around,

O ALUNDRA

Psygnesis - PSM31 - B/18 - RPG Zelda for the PlayStation Absolutely, compulsively addictive

ANDRETTI RACING 97
EA - PSM17 - 7/10 - Racing aim
Vaned, fun, but slightly clunky ra
Pales in comparison to Ridge Rac

Pales in comparison to Ridge Racer.

ANNA KOURINIKOVA'S SMASH
COURT TENNIS

COURT TENNIS

SCEE - PSM46 - 8/10 - Tennis sim

Its styling and cruelty won't appea.

to everyone, but it's an arcade gem.

O APE ESCAPE
SCEE - PSM47 - 8/19 - Matterner

The best platformer yet. Instantly amusing and enjoyable.

APOCALYPSE

Parameter - Asiari - 1/10 - Sheet

'om up

Flawed, but has a je ne sais quoi
that makes it stand out

AREA 51

SW - PSM27 - S/18 - Sheet 'em up
A tedious, repetitive, unforgivably
sow Time Cross forehear

ARMOURED CORE
SCEE - PSM35 - 8/18 - Shoot 'em up
Engrossing, weapons-grade metion and variable metions for

action and variable missions too.

ASSAULT
TES - PSAUT7 - B/10 - Shoot 'em up
Tension relieving blasting, but with
aiming problems and unfair deaths.

ASSAULT RIGS
Paygnosis - PSM2 - 7/10 - Country
MAIN SATULE ZONE-INSOITED, hunt-and-blast

title with a great two-player option

ASTERIX

folium > PSAME - 3/18
Platformer/stratogy

A sub-standard fusion of a Risk
clone and a dull collect 'em up.

ASTERGIBS Activision- PSAI41 - 7/10 - Retre sheet 'em up

Fin and add ctive, but never more than a blast from the past. ATARI COLLECTION 2, THE

GR - PSM36 - 7/10 - Retro collection The best retro game compilation, but most games fall to hold their own

ATLANTIS Crys - PSMSS - 5/16 - Point 'n' Little adventure

No looks or chansma. Try harder

EA - PSM28 - G/10 - Racing /stratagy Not all bad. Bones of the game are good but it soon becomes repetitive.

AZURE OREAMS

Konami – PSM37 – 7/10 – RPG

Intriguing but quirky, if it appeals to you, you'll be hooked for weeks.

Br

G-MOVIE GT - P2449 - 8/10 - Shoot 'em up Contains depth and manages to stay

Contains depth and manages to stay fresh despite its simple premise

EA - PSM23 - 5/10 - Patora spart sine Lacklustre update of the ancient Commodore 64 title. Stick to footy.

DATMAN & ROUIN
Acctaim - PSASS - B/10 Acctain - PSASS - B/10 Too many ideas, none of which
come to anything worthwhile.

NATILE ARENA TOSHINOEN SIZE - PSM7 - E/10 - Bout 'em up This weapons-based 3D punch-up is a key title which still impresses.

BATTLE ARENA TOSHINDEN 2
SCEE – PSM7 – 7/10 – Boat 'em up
Disappointingly similar sequel which
only adds extra graphica finesse

NATTLE ARENA TOSHINDEN 3SCEE – PSM24 – 7/10 – Boat 'om up Marginally better than its prequel, but still no contender for Tekken.

126

ANNA KOURNIKOVA'S SMASH COURT TENNIS PSM46 - W/80 - Yearnin sin

TOP FIVE

SHOOT 'EM UPS



TEMPEST X PSS#15 - 8/16 - Shoot 'em se



SYPHON FILTER HAY - Will - Shoot him up



TIME CRISIS PSM27 - 8/18 - 39 arcade short 'service

BIG AIR EA - PSM46 - 4/10 - Snewbaard sim The kind of game you'll only play

when you're bored - very bored. BIG HURT BASERALL

Acclaim - PSAIS - 6/10 - Baseball sim The visuals are ready all that impress in this flawed sim

GB - PSM37 - 7/10 - Beat 'ero su

Provides hearty laughter and blood-stained encoment, Good fun

DLACK DAWN EA - PSN13 - 8/10 - Air combat sim nt heacopter game with good

visuals and challenging missions ALAMI MACHINEREAN

EA - PSM11 - B/18 - Reper 'n' sheet N ce looking sci.fi blaster with the odd interesting touch

BLAST CHAMBER Activision - PSAF13 - 7/18 - Puzzio nnovative and mentally challenging

puzz e/shoot 'em up crossover BLAST RADIUS

Psygnesis - PSM35 - 8/18 - Sheet Thoroughly enjoyable arcade-style

shoot 'em up.

SCEE - PSMSS - 6/10 - Advanture A cartoon cavalcade of nsanity. If only it was faster ...

BLAZE & BLADE: Eternal Quest

FunSeft - PSA641 - B/10 - RPG Nice try FunSoft, but not really very practical. Doesn't cut the mustard

BLOOD OMEN: LEGACY OF KAIN

BMG - PSM17 - 7/10 - RPS Ambitious yet I mited hack 'n' s,ash affair riddled with small flaws

RI DODI INFS SCEE - PSM45-7/10 - Future sports Hard and fast action in spurts, but

BLOODY ROAR:

HYPER BEAST DUEL Wrgin - PSM29 - 8/10 - Beat 'em up Lack of fighting-style variety, but

heaps of strategy and a visual treat

BLODDY ROAR 2: BRINGER OF THE NEW AGE Virgin - PSM64 - 8/18 - Best 'em un

A quick, responsive fighting machine with some strategy thrown in. BOMBERMAN

Virgin - PSM47 - 7/18 - Arcade game What's dull for one player is del cous for five

BOMBERMAN FANTASY RACING

Virgin - PSM47 ~ 6/10 - Arcada racer No amount of tricks can mask the

awkwardness of your mounts. If only there was a four-player mode ROMBERMAN WOODED SCEE - PSAR34 - 8/10 - Arcade came Adequate, but has imitating control

forbles. Good multiplayer mode BRAHMA FORCE

JVC ~ PSM3B - 7/10 - Shoot 'em ep Kleak returns, but despute some c.ever features, no real improvement

BREAK POINT

Ocean - PSM13 - 7/18 - Yearis sim Slightly over-complicated, but a good racket worknut nevertheless

BREATH OF FIRE III Virgo - PSM35 - 8/10 - 8PG

Great fun Japanese RPG. A cross hetween Vandal Hoarts and EEVII

BRIAN LABA CRICKET Codemosters - 75M39 - 1/16 -

Ericket sim A well executed cricket sim and enjoyable to play. Six! Erm, eight!

O BROKEN SWORD A beautifully crafted epic awash with atmosphere and Parisian chu

O BROKEN SWORD (1): THE SMOKING MIRROR SCEE - PSM27 - 19/10 - Adventure One of the most atmospheric adventure games money can how

BURGLE BORRLE 5

Virgia - PSM28 - B/18 - Pintier Compelling gameplay. Cute graphics Great longevity. Nuff said

RHCCV

Grentin - PSM38 - E/18 - Recer Fun, but ultimately lacks the kind of polish modern gamers demand

BUG'S LIFE. A

SCEE - PSAN43 - 5/10 - 38 advanture Only the utterly embryonic will glean anything from this family affair

DUSHING BLADE

SCEE - PSM29 - B/10 - Nails 'am un Not for the squeamish, but a welcome revamp of an old genre.

BUST A GROUNT

SCEE - PSM38 - 8/10 - Booce 'om un Almost arousing to watch, but occasionally repetitive to play

O IDIST-A-MOVE 2

Acclaim - PS&8 - 9/18 - Puzzler Simple, yet infuriatingly addictive, Tetris-style puzzler A near legend

O BUST-A-MOVE 3

Accisim - PSM31 - 9/78 - Puzzier The most addictive two-player game this side of chocolate

DUST-R-KNOVE A Scrium - 258667 - 8/16 - Berries

No improvement, but it's still a furiously addictive two-player game

SCEE - FSM:33 - 6/10 - Bent 'ent up Quite cool, really, but too easy a not enough variety.

CARNAGE HEART SCEE - PSM28 - 8/19 - Combat

CONTRACT Intensely absorbing and addictive, but mentally demanding.

SCEE - PSSI13 - E/18 - Puzzle game Cutesy exploration title with a fe new twists

CASTLEVANIA: SYMPHONY OF

THE NIGHT SCEE - PSM26 - 7/10 -

Pla Stamon Indianation Playable and vast, but lacking sparkle and proper 3D.

Rosan - PSMS - 7/18 - Matterner Old-fashioned and out-dated platform romp with unfortunate title

CHESSMASTER 3D

Mindscape - PSM7 - 7/18 - Ulusa sina Competent, nicely-presented chess title with cassical snundtrack

CHILL

Eides - PSM32 - 6/18 -Sanuhearding sim Proficient snowboarding game, but it larks anything innovative

O CIRCUIT BREAKERS Mindscape - PSM33 - 5/10 -

Samp party Addictive, clever, considered top down racing. Best with four players.

O CIVILIZATION II

Activision - PS8445- S/10 - Stratagy Incredibly addictive, involving and beautifully structured

O CULIN MCRAE RALLY

Codemosters - PSAR35 - 9/16 -Browle ricer Compulsory purchase for racing fans.

COLONY WARS Poygnoses - PSM26 - 7/10 - 30 sporte troviliti

nning and well designed, if you're prepared to make the effort

O COLONY WARS - VENGEANCE Paygnosis - PSM35 - 9/10 - 20 man contra

challenging and compelling space combat game A top seque

NUURROS S TRAMMITS O

Virgin - PSM15 - 8/10 - Military strate Bridiant conversion of the God-like PC original Make war, not los

COMMAND & CONQUER HID ALERY: RETALLIFYION

Virnia - PSM37 - 7/10 - Banktima military strategy Red Alert fans will tap it up, but there's not much new here

CHMSTRUCTOR Accissm - PSANG - 9/18 -

Management man You'll need a mouse to enjoy it, but too few titles have its depth.

COOL ROARDERS 2 SCEE - PSM29 - 8/10 earding sim

Detailed sports sim, supercool arcade racer plus wish fulfilment

COOL BOARDERS 3 SCEE - PSM40 - 8/18 -

It could have been indispensable. As it is, it's merely excellent. COURIER CRISIS BMG -- PSM27 -- E/18 -- Bike 'om up

Loads of fun for half an hour, then utterly tedinus O CRASH BANDHOOD

SCEE - PSM18 - B/18 - 38 platformer A big, stylish and engrossing addition to a much-abused genre

CRASH HANDICOUT 9 SCEE - PSM27 - 8/10 - 30 stationmen

More of the same. Though still year pretty and great fun

O CRASH BANDICOUT 3 SCEE - PSM48 - 1/10 - 30 pintfu

Crosh's finest hour Sheer holliance

CREATURE SHOCK

Data East - PS&64 - 7/10 - Shoot 99 000

An FMV experiment which fails as both game and visual experience

CHITICAL DEPTH GTi - PSM29 - 7/18 - Sheet 'om up decent enough all action game. Good hin on a rainy afternoon

PRINCIPAL

Virgin - PSM3 - 7/19 - Beat 'em up A challenging combat game that only reveals its depths with time

EA - PS8625 - 7/18 - 38 platformer

Superb graphics. The level design could be more imaginative though

CREC 2 Fox - PSM46 - N/16 - 30 platform Better, bigger and prettier, Can be frustratingly difficult, though

CROW: CITY OF ANGELS, THE Acciss - PSM18 - 5/18 - Adventury Hopelessly out of date conversion of

an equally poor film. Stay away! CRUSADER: NO REMORSE

EA - PSM16 - 7/10 - Advanture The tricky controls and raw granhics conceal a challenging game.

CRYPT KILLER Konson - PSM18 - 8/10 - Shoot

Adequate, but not very memorable conversion of an arcade shooter

CYBERIA

Interplay - PSM7 - 5/16 - Adventure Pre-rendered storybook adventure, which has always poked dated



Scrinin - PSSE - A/18 - Advanture A well-produced and engrossing expenence which ends too quickly

DARK FORCES Wrgin - PS8f17 - 5/18 - Shoot 'um up

A lazy, dated Doom clone. The Force is certainly not strong in this one DARKLIGHT CONFLICT EA - PSM21 - B/18 - Space blas Satisfying 30 shoot 'em up with a

nod to Elite and bags of gameplay DARKSTALKERS

DARK STALKERS 3

Virgin - PSS172 - 7/10 - Beat 'con up sound enough beat 'em up but no Street Fighter Alpha.

Virgin - PS8645 - 8/16 - Best 'em op Will appeal to the hardcore fight fan.

DEAD RALL ZONE SE - PSASS - 6/10 - Fature sports

PSM GAMES DIRECTORY

TOP FIVE RACERS/DRIVERS



W-RALLY 2 147 – 16/18 – Racing same



RIDGE RACER TYPE 4



GRAN TURISMO PSN32 - 10/10 - Rucing sim



DRIVER PSM44 - B/18 - Car chase:



COLIN MCRAE RALLY PSM35 - S/18 - Arcada recentracing nin We say: "Colin McRoe Relly will require

A decent future sports game, but not as good as the 16-bit Speedball.

DEAD OD ALIVE SCFF - PSMOM - B/16 - Rent 'ere en

Lots of polish and gameplay, Still secondary to Tekken 3, though

DEATHTRAP DUNGEDN

Erios - PSM31 - 8/18 - Adventure Not a Tomb Roder beater, but a

50 id, well-designed 3D romp. DEECON S

SCEE - PSM3 - B/18 - Action/strategy Tense, atmospheric strategy-centre shooter Doom with a brain

Interplay - PSM4 - 8/18 - 38 blaster urprisingly good conversion of a great PC title Huge and addictive

DESCENT 2

Interplay - PSM21 - 7/18 - 38 blaster An impressive sequel which suffered through companion to evals

DESTRUCTION DENBY

Psygnoses - PSM1 - 1/18 - Recer Exhitarating crash-and-smash racer let down by a few key faults

O DESTRUCTION DERBY 2

Psygnesis - PSM13 - 9/18 - Rucer

of the original title. Brilliant stuff

DEVIL DICK

SCEE - PSA661 - 7/16 - Stratmay nuzzie same

ic puzzler that intrigues and frustrates. Needs plenty of patience

DIAGLO EA - PSAKES - 6/10 - RPS/action

Fun blend of arcade action and RPG - easy to play but not the best

DIE HARD TRILOGY

EA - PSM18 - 8/10 -Arcade adventure Three good games for the price of

one. Glitchy, but good value

DISCWOOLD

Payanesis - PSAF1 - 7/16 - Adventure Tough point "n" click puzzler which captures Pratchett's humour well

DISCWORLD 2: MISSING PRESUMED...?

Paymosis - PSM28 - 7/10 - Adventure If you're a Pratchett fan, buy it now.

If you're not, don't

MSHUDTON Interplay - PSM13 - 8/10 - Sheet

less us

Stunning scenery, slick looks and design. A great alternative to Doom.

DIVER'S DUITAM

Konam - PSM45 - 5/10 - Biving aim A reasonable game that's over far

DOGEM ARENA

Black Frior - PSANG - 6/18 - Fature sports sim Soon loses appeal. Only obsessive Wamp Rat hunters need apply

GT - PSM2 - 8/16 - Shoot 'em up The classic 3D blaster brought with spooky brilliance to the PlayStation

61 - PSM44- S/18 - Ear chaser

Gorgeous to look at and satisfying to play, this is nigh on perfect

DONE WOMEN

GT - PSM28 - 8/18 - Shoot 'om np Essentia addition to your collection A supreme one-player game

O DUKE NUKEM: TIME TO KILL

GTi - PSM38 - 9/10 - 3D adventure

Nothing new but delivers all the

goodes in one bundle. A lov to play

DVWASTY WARRIORS

Scene - 25M24 - 8/16 - Rest few mar acks the frantic appeal of S Brade, but still packs a punch.



EARTHWORM JIM 2

Virgin - PSM11 - B/18 - Platform Adds little to the genre, except a funny hero and cartoon graphics.

SCEE - PSM20 - 8/10 - Shoot 'em up A number of clever touches lift this above standard Doom-clone fare

O EVERYBODY'S GOLF

SCEE - PSMS4 - 9/10 - Golf name Cute, well packaged, very desirable A superb little game

EVIL ZONE

Ntsu - PSAM7 - 5/16 - Best 'em up Loads of neat touches and effects can't stop this being an assoran

EXCAUGUE 2555AD

Telstor - PSN18 - 1/10 - Adventure Tolerable action adventure, overshadowed by Tomb Raider.

BMG - PSN18 - 8/10 - Shoot 'em up engine and good graphics.

ENDINGINE DACING

JMI - PSM24 - 6/10 - Racing name A cartoon racer which tries hard to be different, sacrificing playability.



FA MANAGER Extes - PSM47 - 7/18 -

Magagement sum It's bad, but brilliant at the same me Basically it's one for hardcore footy fans only

PAGE TH BLACK EA - PSMS - 8/10 - 38 adventure

Atmospheric adventure yarn which suffers a few niggling eccentricities.

FELONY 11-79 ASCII - PSM26 - 7/18 - Bacing game Inadequate in many ways, but its

FIFA SOCCER '96 EA - PSMZ - 7/10 - Football sim Impressive at the time, but now rather stodgy and average-looking

FIFA 197

EA - PSAF15 - 7/10 - Football sim A fiddly game of football. Remains the worst of the FIFA games.

FIFA '90: WORLD CUP EA - PSM28 - 8/10 - Feetball sim

graphics make this a surefire bit

FA ... SSAAR ... B/III ... Fantball nim Pace and skill are coupled with a very instinctive control system

O FINAL DOOM

morovements, Essentia,

65 - PSA113 - 9/10 - Shoot 'em un 30 scary new levels and some visual

O FINAL PANTASY VII

SCEE - PSM26 - 10/10 - RPG A brand new standard of excellence for the PlayStation

RUID

SCEE - PSM38 - 7/10 interactive music

Relaxing post-club fare and otherworld experience

O FORMULA 1

Paygnoses - PSNF11 - N/10 - F1 sim A realistic and immensely playable

O FORMULA 1 '97

Paygnosis - PSM24 - 9/19 - F1 sim

Superior in every regard to the 1996 original. A racing game landmark.

FORMULA 1 '98

Paymesis - PSM38 - 7/10 - F1 sim F1 '98 is no better than F1 '97, It's

SPECIAL IDITION

Injuter - PSM27 - 7/18 - Recor Great racer Works well as a sim and as an arcade experience

FORSAKEN

Acclaim - PSM33 - 8/10 - Shoet om us

Striking, fun to play, but inadequate

FUTURE COP: LAPO EA - PSM38 - B/18 - Shoet 'em up Suransingly addictive. Two-pla



C-Deputie

THB - PSRI37 - 7/10 - Short 'em us ome good gameplay, but repetition and enemy firenower mar it

BMC - PSAM - 7/10 - Platforms

Run-of-the-milt lizard based (umper Plenty of tasks, though **GEX 30: ENTER THE GECKO** BMG - PSAI32 - 8/10 - 30 platformer

Polished, handsome and fun Lacking only in innovation **GEN: DEEP COVER GECKO** Eidos - PSA445 - 7/18 - 30 platf

More of the same with knobs on, but enjoyable nonetheless

GHOST IN THE SHELL

SCEE - PSM33 - 7/10 - Shoot 'em up Manga inspired with robo-spiders and podles of explosions. Of course

GLOBAL BOWINATION

Paygnosis - PSM43 - 8/10 - Strategy Dull and ugty looking. Tough and frustrating even for strategy buffs.

MINISTER IAND

Kunami - PSMZ - B/10 - Football sim Not as speedy as other arcade footy titles, but more intuitive and stylish

Paygrosus - PSM25 - S/10 - Flight sim intricate storyline, and some of the best doglighting gameplay.

SCEE - PSM32 - 18/10 - Racing sim Taxes every other racer and sends them squeaing to the pits. Now out

on PLatinum, it's nigh on essent a BRAND THEFT AUTO BMG - PSM28 - 8/10 - Crim sum

al with unimpressive graphics but, addictive, original and hugery successful

GRAND THEFT AUTO: LONDON 1868 Take 2 - PSM46 - 7/10 - Crim sim Does nothing new and has less

content than the original

GRANSTREAM SAGA SCEE - PSA443 - 6/10 - RPS ntriguing and frustrating by turns

Enjoyable to play. For a short while **GUARDIAN'S CHUSADE**

Activision - PSAM6 - 5/10 - RPE Colourful, but there's nothing here to thril the deducated PDC fan

BUNSHIP 2000 Microprose - PSM8 - 8/10 - Shoot

"mm up sive helicopter flight sim with engrossing, varied missions.



HADDPODE AVA Greenlin - PSM14 - 1/10 - Racina ele

An original off-roader which suffers due to I ght, restrictive courses. HARD EDGE

Susselt - PSM48 - 5/10 -30 arcade/edvanture Has a good idea, then lots of bad ones. A kiddie-graphics Resi Evil.

HEART OF DARKNESS Intogrames - PSMS4 - 7/10 -2D adventure

Beautiful and cinematic, but with Rawed gameplay. HIBEREKE'S POPOLITO

Maruboni Sanki Corp - PSMS - 6/10 -Buzzler Japanese puzzler which fails to grab

the attent on like Bust-A-Move : REFORM ADVENTIOUS

Virgin Interactive - PSM25 - 7/18 -RPS/platform puzzler rtaining intro to the RPG, though really a platform game with puzzles

HERCHIES. SCEE - PSA661 - E/18 - Platform

adventure game A fun, but short-lived experience that will appeal to younger players.

HEXEN

65 - PSM19 - 6/18 - Shoot 'em so Sword and sorcery-rispired Doom shenan gans. Challenging but dated

EA - PSM3 - 6/10 - Racing game Another futuristic racer wi to match Wigeout but doesn't



IMPACT RACING INC - PSARF - 5/10 - Brising/ shooting sim

L m ted arcade racer which excites initially but soon becomes tiresome

IN THE HUNT THO - PSM7 - 5/18 - Sheet 'em un Ye olde 2D shooter Flawed and

w thered but challenging for a while INDEPENDENCE DAY

Fox - PSM21 - 4/18 - Shoet 'em up As tacky and nept as the film, but not half as much fun Pointiess

INTERNATIONAL TRACK & FIELD

Konami - PSAIS - 8/10 - Sports sim Aching fingers aside, a bewilderingly add ctive multiplayer sport frenzy.

Konomi - PSM15 - 8/10 - Football sim

Dated graphics try to ruin a very playable game and thankfully fail.

Konami - PSM18 - 9/13 - Footkall sice consistent yet immensely playable footy title. One of the finest

Konemi - PSM38 - 9/10 - Football sim Rival ed on y by FIFA '99. It's a c.ose call but ISS Pro '98 is still the best



JEREMY MEGRATH SUPER CROSS Scelaim - PSMSS - B/10 -

Motorbike racing Let down by sub-arcade controls. Could have been a bit

JERSEY DEVIL

Ocean - PSM27 - 8/10 - Platformer Nothing new, but huge, co:ourful and moreish

JET RIDER

SCEE - PSM17 - 7/10 - Racing game A complex, quirky racer which tacks the sensationalism of F1 or Wipeout

JET RIDER 2 SCEE - PSM30 - 8/10 - Racmy game

Great bikes and physics, but courses don't match its ambit on

JOHNNY BAZDOKATORE

US Gold - PSM4 - 6/10 - Platfermer Patience-baiting platform title with enough charm to keep you players

JONAH LOMU RUGBY Codemusters - PSMTR - 1/98 -

Not as big as the man himself, but it's challenging if you can persevere Falls just short of greatness

JUDGE DREDD

Gremlin - PSM27 - 4/18 - Sheet Per no Lovely smooth graphics, but Literately disappointing.

JUMPING FLASH SCEE - PSM1 - B/18 - Platforms

Or ginal stab at the genre which impresses unless played to death

JUMPING FLASH 3 SCEE - PSM12 - 8/18 - Platformer Better 3D visuals than the first, but still too easy.



O KENSEL: SACRED FIST Konam - 854441 - 9/18 -

Fighting game kken 3 is safe at the top of the scrapping heap, but this comes

c.osest with great detail and depth. KING'S FIELD

SCEE - PSM19 - 8/10 - RPG Horrible to look at, but an absorbing and addictive RPG

KKND: KRBSSFIRE

Infegrames - 958445 - 6/10 -Strategy/wor game

A half-hearted real-time strategy game. There's nothing here that we

KLONGA: ODOR TO

PHANTOMILE

SCEE - PSM32 - 1/18 - Platformer An entertaining story with cutess cutaways, but o.d-timers will whizz through it in no time at all

KNOCKDUY KOURS '99

EA - PSM47 - 8/16 - Boxing sim The top boxing sim at the moment. ust knocking out Victory Boxing 2 in the last count

KONAMI OPEN GOLF Konami - PSM22 - 5/30 - Coll vis-

The lack of polish, innovation or fun made this an average title

Psygnosis - PSAR3 - 7/18 - Shoot

*ees too As slick as an, erm, oil slick but it sticks around for far less time

KULA WORLD SCEE - PSM34 - 8/10 - Puzzler Excellently crafted and original. The gameplay can be frustrating - but that's probably the point

UNDHOUS

SCEE - PSM24 - R/18 - Postier What could be an enthralling mental workout is let down by a below average two-player option

CEREMIN

FeeSelt - PSM48 - 6/10 - Chap 'om ap Seasoned gamers may find it limiting but its purity has a certain beauty

LECEND HE KARTIA Kamini - PEMAT - 6/10 - 8/10 There's a great deal of depth in this

solidly-constructed adventure DEMMINIST 30

SCEE - PSM17 - B/16 - Arcade puzzier The classic puzzle game given a 3D facelift for the 32-bit generation

LEMMINGS COMPHINION Pavannes - PSM39 - 7/16 - Puzzler ssic that retains its charm.

you get hooked you'll keep playing LIDEDUCDUME

SCEE - PSM40 - 7/18 - Feethall sim Selfless sacrifice. The choice for the

LIFE FORCE TENKA Paygnesis - PSAF18 - 6/18 - Sheet

1000 000 fonotonous gamentay, incoherent design A bit dull, in other words.

LITTLE BIG ADVENTURE EA - PSM19 - 6/18 - Arcade adventure

risually charming but deeply flawed A bit of a shame really

CHIE WHOSE SCI - PSM43 - 7/10 - Pazzier A few ton many extra features, but

LOADED

Gramiin - PSM2 - 7/18 - Shoot new use

Marvellous lighting effects and frantic action, but soon gets repetitive

LONE SOLDIER

Toistar - PSM3 - E/18 - Shoot 'om op An annoying control system lets this blaster down. It was only mildly addictive in the first place, though

LOST VIKINGS 2 Bramila - PSM18 - 7/18 - Platfermer Old fashioned multi-character puzzler Still playable, even now.

LOST WURLD EA - PSM24 - 3/10 - Platfermer

Looks lovely, but the odd controls and often poor level design annov. LUCKY THRE

Infogrames - PSM33 - 6/18 -Comic platformer Fun children's title, plenty to look at and the levels are interesting.



MACHINE HUNTER

Eides - PSM22 - 7/18 - Sheet 'em viting Gauntlet clone which doesn't break much new ground, but it's fun

MADDEN '97

EA - PSM11 - 8/18 - American

football sim A fine title in the Madden series and a great sim in its own right

RE' NTODAM

EA - PSM28 - 8/10 - Smortess feetball size Even better than the last, though the

graphics are disappointing MABBEN NEC'88

EA - PSAISE - B/10 - American

The American football game that will appeal to anyone. The best yet

MAGIC GARPET EA - PSM5 - 8/10 - Advantage

Bullfrog's typical originality and flare triumph again. An absorbing treat MARVEL SUPER HEROES

Virgin - PSMSS - 8/18 - Boot 'em up 2D beat 'em ups live! At last, a

MARVEL SUPER HERDES VS STREET FIGHTER Virgin - PSM45 - 5/18 - Rest 'est as layability, variety and strategy have all been sacrificed on the altar of

superhero worship MAX POWER RACING lefourames - PSAHEF - 7/18 -

Racing game unfinished and slapdash, and

is no competition for Gran Turisma. internios - PSAE27 - 8/10 -

Third-person blaster
A groundbreaking blaster for its time Intelligent and fun.

O MECHWARRIOR 2 Activision - PSAF18 - 9/18 - 30

combat strategy Gripping PC conversion which ups the action ante with great effect Fast and moody graphics

MEDIEVIL

SCEE - ASSAU - 7/19 - 36 esterots A lot of imagination. Plenty to enjoy. but you will get frustrated

MEGAMAN LEGENUS Virgin Interactive - PSAM3 - 7/18 -Action RPS

Combines 3D action, role playing and laffs and so is likely to hook anyone willing to give it a chance

MEGAMAN X4

Virgin Interactive - PSM43 - 7/18 -20 shoot 'em up Likely to provide more challenges than most platformers, but it's essentially just more Megaman.

MEN IN BLACK Gressin - PSM35 - 4/10 - Adventure Outl, drab, slow and frustrating.

binyA bigys bigys bigys O METAL GEAR SOLID

Konzeni - PSAMEZ - 10/10 - Sanzak 'ess age

The best game ever made. Unlike any other game ever made Unputdownable and unforgettable

MICHAEL OWING WLE 39 Einles - PSRH17 - B/10 - Feetball size Not a football sim championship contender. But a worthy mid-table outfit that ments perseverance

TOP FIVE

ADVENTURES/RPGs



METAL GEAR SOLID PSM42 - 10/10 - St



FINAL FANTASY VII PSACRE - 18/18 - 804



TOMB RAIDER 3 G6666 -- 18/16 -- 38 min



WILD ARMS PSM37 - 9/18 - RPS



LEGEND OF KAIN: SOUL REAVER

PSM43 - 8/19 - 38 adventure We say: "Gorgeous graphics, new group

PSM GAMES DIRECTORY





Bremlin - PSM35 - 7/18 - Shoot

NAGANO WINTER BLYMPICS

Rushed to get it out in time for the actual event. Dull, uninspiring

Namca - PSM5 - 7/10 - Retro names collection Arcade perfect collection of seminar

coin on hits. Crude but fascinating NAMICO MUSEUM VOLUME 2 Namco - PSM14 - 6/10 - Retro

sames collection The likes of Gaplus and Xevious get the conversion treatment. A bit state

NAMCO MUSEUM VOLUME 3 Numca - PSM15 - 6/10 - Retro sames collection

Only Galaxian and Phozon stand out in this coin-op history trawl

NAMED MUSEUM VIII HAVE & Namco - PSM23 - 4/18 - Retro sames collection he penultimate title in the series sees only Ordyne still truly shini

NAMED MUSEUM VOLUME 5 Names - PSM2E - 4/10 - Retre names collection

Weaker than previous offerings but plenty of detail for the obsessives

NANOTEK WARRIDA Virgin - PSAF18 - 5/18 - Shoot 'em up A little variation and a few more levels wouldn't have gone amiss.

NASCAR RACING Sierro - PSN114 - 4/18 - Racing game

Crusty senous driving sim whi seriously fails to convince NASCAR '99

EA - PSM39 - 5/18 - Racer Tedious course design- abundantly average gameplay and plain dull

MRA HARICTIANS CF - PSM29 - 5/10 - Resisting comnpetent enough, but so are all the rest. We demand bette

NBA IN THE ZONE Kesemi - PS864 - 6/18 facilities and

derately playable dribble 'em up Okay, but Total NBA flattens it NBA: IN THE ZONE 2

Konami – *PSBI16* – 8/18 – Backstitull ses A clear improvement in graphics,

gameplay and realism NBA: IN THE ZONE '99

Konami – *PSM47* – 5/18 – Backwildl sim FMV snippets and game options hide a fairly average game

NBA JAM EXTREME Acciaim - PSM14 - 7/10 - Similar to the Tournament Edition in all but the smart new 3D visuals.

THURNAMENT POLYTON Arctain - PSM1 - 8/18 -Baskethall aux

Dodgy looking but admittedly fast and playable com-on hoon shooter

NRA LINE '96 FA ... PSMF ... 7/10 ... Reskethall sum A moderately competent sim mixing realism with arcade acrobatics

NRA LIVE '97 FR - PSSF15 - 7/18 - Resimbell sum A convincing sim that strays too

much into management territory EA - PSM28 - 8/10 - Basketball nim

Another year, another swanky EA update. Try turning it off- you can't NBA LIVE '09

EA - PSN647 - 8/10 - Baukethali sist Not only is this the best in the NBA basketball game you'l. find

NEA PRO '90 Konomi - PSM31 - 7/18 - Sparts som

EA - PSM28 - 5/10 - Recing gar

HOT PURSUIT

two-player mode

NEED FOR SPEED ROAD CHALLENGE

includes ail the faults of the first

title, but removes the fun element

EA - PSM33 - 7/10 - Racing game

Great if you love car chases with

Electronic Arts - PSANAS - 8/18 -

have the power to compete with

NEWMAN HAAS RACING

A great Indy Car adaptat on of

EE - PSMAO - 9/10 - Reserves

playable sports games to appear

SCEE - PSM6 - 7/10 -- American

the PlayStation Good fun too

The first American football game on

NFL QUARTERBACK CLUB '97

Accian - PSM16 - R/18 - American

A smart interpretation of American

football that tries nothing new

SCEE - PSM39 - S/10 - American

quite extreme enough for us.

Fun for one and two players, but not

Psygnesis - PSM31 - 8/18 -

Psygnosis' Fr engine

Весіна вив

MEE BEITZ

football sim

football sim

NEL XTREME

NEL CONTENTS

Eminently playable, even if it doesn't

Finely balanced sim that'll provide hackey sim A sprinkling of faults spoil this otherwise sturdy and playable effort MEED FOR SPEKE

NINJA: SHADOW FR ... PEARS .. R/18 ... Recise come Rough-around-the-edges racer with OF DARKNESS an undervably high fun factor Eides - PSM37 - 6/10 - Stask 'em un NEED FOR SPEED 2

NHI 197

EA - PSM13 - 8/10 - Ice huckey sim

EA PSM26 - B/18 - Ice hockey sim

Fab graphics, gameplay and sound,

EA - PSM39 - 8/10 - Ice hockey sim

Still the king of the sticks. Now more

SCEE - PSMS - 7/18 - Ice hockey sim

ice hockey genre. Exciting and fun.

Not much better than the first till e,

which makes it look a touch dated

A puck-whacking marvel of a game

NHL POWERPLAY HOCKEY '96

that finally competes against FA

clever and more violent!

A worthy addition to the din

NIIL FACE OFF

NHI FACE DEF '97

NHI FACE OFF '99

SCEE - PSM45 - 8/10 - Ico

Virgin - PSM28 - 7/10 - Ice

hackey sun

hockey sim

SCEE - PSM18 - 8/10 - Ico

A playable and visually supero

Competent but stodgy, and feels rather rushed. Experienced gamers will soon tire of it NUCLEAR STRIKE

Virgin - PSM24 - 1/10 -Strategy shepter An intriguing and varied 'copter sim. blem shed by a few key faults



ODDWORLD: ARE'S EXCEDUS STi - PSM39 - 8/10 - Platforms An enchanting game, but a bit too

close to its predecessor ODDWORLD:

GTi - PSM24 - B/10 - Platforme Lovely to look at and chock-a-block with great ideas. An absolute joy.

Раудиона - *PSM48* - 8/10 -30 odventere A decent game with a fresh plot, but not very user-mendly init ally

INTERCEPTOR EXTREME

BMG - PSM4 - 5/10 - Briving game Tries to combine the shoot 'err and the racer and fluffs both

DIYMPIC GAMES US Gold - PSMS - 5/10 - Sports sem Stumbles over the finishing I ne v behind International Track & Field

OLYMPIC SOCCER US Gold - PSMS - 7/18 - Football sim A realistic but accessible attempt at the footy genre. Plenty of depth.

'een on Unadventurous and uninspiring, but essentially ourte entertaining

Konomi - PSM37 - B/10 - Sports sum

MONKEY HERD Take 2 - PSM41 - 7/18 - Arcada NAMEO MUSEUM VOLUME 1 Too simple for the average gamer, but will appeal to youngsters

MONSTER TRUCKS Popunosis - PSAF17 - 6/18 -

The lack of true driving feel makes this more mouse than monster

SCEE - PS8641 - 7/18 - Platformer

Not particularly wild or indeed

O MICRO MACHINES V3

Codemasters - PSM18 - 5/10 -

almost never ending appeal. Highly recommended

MONACO GRAND PRIX

hetter than Fr 'of

Cute, addictive racing action with

Ubi Soft - PSM44 - 7/18 - F1 recor

uncompromising handling, it's still

Despite its poor presentation ar

Racing garne

C TARREST LATERAL O ST - PSM2 - 9/16 - Bost 'em up

An admittedly fun conversion, but it now suffers in comparison to the MORTAL ROMBAT 4

61 - PSM36 - 5/10 - Beet 'em un The same old stuff trotted out with a fresh coat of pixels. Tedious.

MORTAL KOMBAT TRILOGY 6% - PSM13 - 7/10 - Boat 'em up Fun fisticuffs, bullied out of th playground by the likes of Tekken R's still good though

EA - PSM26 - 8/10 - Meterbike recer Gets the adrenaline pumping, and

keeps it flowing MOTO RACER 2 EA - PSM38 - 7/10 - Moterbike recer

Let down by many niggles and annovances. Good, but not great. MITTOR MASH

Sceen - PSM27 - 8/18 - Brinny gome Pace, sense of humour and overall

MOTOR TOON GP2 SCEE - PSN112 - B/16 - Racing game Gorgeous visuals and a wealt

courses. Shaky handling though MITTERNESS Gremlin PSAK32 - B/10 - Arcade

LATERAL DIRECTOR A true adrenaline pish of a game with a bundle of interesting ideas.

MB DOMINO JVC - PSM34 - 8/18 - Pagglor Unusual hero, unusual gameplay. A

highly rewarding, and original title O MUSIC: MUSIC EREXTION FOR THE PLAYSTATION

Codemasters - PSM40 - 8/16 -Music constinu Hundreds of hip loops and demos to fiddle with. An excellent game for

Acciors - PSMC - 7/18 - Schootses A game for thinkers, Luscious visuals and an engrossing storyline

IMEBA BOOST

SCEE - PSAM47 - 7/10 - Shoot 'em up Will begrale you with its pretty exterior, before bewildering you with its old school nav

TIME

ASC Games - PSM36 - 5/16 - Shoot em uo ic, thri ling, gorgeous, thought provoking, but too damp small

micopiano EA - PSM27 - 5/10 - Adventure An atmospheric opening gives way

to an uninspiring adventure OVERROADDI

Psygnosis - PSM28 - E/10 - Shaot 'em up/ouzzler Bonkers sai 'em up with a duff save system. Nice codpiece anyway



В РАМИТАЛЛИИМ

BMS - PSM14 - 8/10 - Platform Gorgeous platform romp. Derivative, but huge fun. A classic

PANDEMONIUM 2

BMG - PSM27 - B/10 - Platfermen Not the beast that its predecessor was, but still a gas

PANZER CEMERAL

Mindscape - PSM4 - 8/10 - Streteow/ war game The hexagonal graphics wilt put

many punters off this playable title PARAPPA THE RAPPER SCEE - PSM23 - 8/10 - Ran 'am up

ne of the most original games ever. Great fun for sprogs and adults.

PEAK PERFORMANCE EA - PSM30 - 6/10 - Racing sin Amb tous but et down by the

average game engine and graphics PENNY RACERS

SCEE - PSM14 - 5/18 - Racing game Cutesy racer which lacks that elusive driving feel. Abundantly average

PET IN TV SCEE - PSM38 - 5/10 -Temagotchi game

Too tedious for kids, and too unrewarding for adults. PGA TOUR 195

EA - PSM2 - 8/10 - Balf sim A we I-produced and thoroughly addictive golfing experience cacks

PGA TOUR '97 FA - PSM12 - 7/18 - Self sim Offers more of the same, but is still a top-of-the-range golf game

PGA TOUR GOLF '98 EA - PSM28 - 7/10 - Golf sim Worth a look if you don't have any of the others in the series.

PHAT AIR EXTREME SNOWBOARDING Funsoft PSM38 - 5/18 lerky and dislo nted controls provide little game sat sfaction.

PHILOSOWA

SCEE - PSM4 - 5/18 - Shoot 'om un A rack of all shoot 'om une which proves to be a master of none

PITBALL Time Warner - PSM13 - 3/10 -

Futuristic sports sim Difficult to get into but becomes him with perseverance.

PITFALL 3D: BEYOND THE JUNGLE Activision - PSM32 - 7/18 -Retro platformer

A solid platformer that makes good use of the third dimension. Not for the easily frustrated.

PLAYER MANAGER SEASON Infegranes - PSM42 - M/10 - Foetkall menasement sun A thoroughly enjoyable game that'll

please stat fans. The best in its field DD'FO Interplay - PSM7 - 5/16 - Shoot

BEN EPR Gl tchy conversion with a few good ideas but nowhere to put them

POCKET FIGHTED Wirgin - PSM38 - 8/10 - Best 'em up Proof that 2D beat 'em ups are polygonal pug-lism.

POINT RUDING SCEE - PSM32 - 7/10 -Shooting game Not as impressive as Time Crisis, but

has the same compulsive gameplay PODL HUSTLER Sursoft - PSA642 - B/10 - Fool sim Masters the reasty of pool, but lacks the diversity to ensue full on fun

POOL SHARK Gramlin - *PSM40* - 8/10 - Paol sim Successfully manufactures angle pace, position and factors, (S)pot on

POPULOUS: THE BEGINNING EA - PSAH44 - 8/10 - Strategic Although it lacks the imme of C&C, it will soon fure you in.

PORSCHE CHALLENGE SCEE - PSM19 - 8/10 - Racing name arcade launt with the realism of a

ennd sim POWERDONT RACING Interplay - PSM34 - 5/18 - Recing

Tricky to play with jerky graphics. POWER MOVE PRO WRESTLING

Activision - PSM14 - 4/18 -Wrestling son acks thrills and denth

DOV DAY

PHWER SERVE TENNIS Bcean - PSME - 3/18 - Tennis sim It wouldn't be worse if CFIff Richard sang in between games

Konami - PSM31 - 7/10 - Check 'esn su So o mode lacks spirit, but play it with friends and it won't disappoint.

PRY PRY 2 Konami - PSM42 - 7/18 - Chuck As an update it is disappointing, but still very good mu tiplayer fun

PHEMIER MANAGER '98 Gremin - PSM33 - 7/10 - Faathali

management som The PlayStation is still waiting for a great football management so

PREMIEN MANAGEN '99 Grendin - PSM43 7/10 feetball

management son for purists, but nothing new to offer above last year's effort

PRIMAL RAGE Time Warner Interactive - PSMS -5/18 - Beet 'em up

Novelty dinosaur beat 'em un. Nice animation conceals extinct gameplay PRO TR WORLD TOUR BOLE

Psygnases - PSM46 - 8/18 - Golf sim If you're looking for a good 'serious' golf sim, you've found it

PRO PINBALL: BIG RACE USA Empire - PSAN43 - 3/18 - Pinkall sim Pointless and redundant as far as the PlayStation goes

PRO PINNALL: THE WIFE Empire - PSMS - 7/10 - Pinkell six Only offers one table, but sure plays

PRO PHIBALL: TIMESHOCK Funire - PSACRS - 1/10 - Bishall nim Best PSX pinball sim to date, if 100 familiar and too expensive

PROJECT OVERVILL Kenami - PSM12 - 7/10 - Shoot 'our pe Sci fi blast 'em all over the shop title with guns and gore aplenty.

PROJECT X2 Ocean - PSM75 - 7/18 - Shoot 'em up ielf-consciously old-skoot 2D blaster Still good for pent-up aggression

PSYBADEK Paygnosis - PSM48 - 4/18 -

Year hoverboarding game Neither big nor clever. It tries to be the next hip hit and falls well short PSYCHIC DETECTIVE

ER - PSMS - 5/18 - FMV adventure Interactive movie with the emphasis firmly on movie. Fun for a while PRYCHIC FORCE

Acclaim - PSM28 - 7/10 - Beat 'ese un Standard stuff - apart from a truly bizarre floaty combat system that is

PUMA STREET SOCCER Infogrames - *PSM4E* - 3/10 -Initial em You're far better off playing football down the pub. By yourself

SCEE - PSM21 - 9/10 - Racer Fabulous arcade racer with perfectly tuned gameplay and slick visuals

RAGING SKIES Warner - PSM18 - B/18 - Flight som Graphically impressive at the time but lacking in innovative touches.

Ocean - PSM2 - 7/19 - Sheet 'em up Seminal arcade blast brought hor with accuracy, Dated, yes, but fun

RALLY CROSS

SCEE - PSM21 - 7/18 - Racing name sely frustrating at first, but it does offer a considerable challenge

RALLY PROSS 3 SCEE - PSM44 - 6/10 - Racing game his enthusiastic racing game is essentially driving tigh

RAMPAGE WORLD TOUR 6% - PSM29 - 5/10 - Arcado gam-A fairly decent game, but every level is the same as the others

RAMPAGE 2: UNIVERSAL TOUR ET Interactive - PSM46 - 5/10 -Manster platformer

Its strange 'Bos concept lacks the imagination and gameplay that '90s players expect.

ВАРІО ВАСТИ

SCEE - PSM25 - B/16 - Racking game Well-designed, but more of a novelty than a thrilling racing expenence.

RAPIO RELDAD SPES _ 89M1 _ 6/10 _

Hilforn singer Short lived arcade walk-and shoot title & frin but nuick black

DASCRE Payanoses - PSM31 - 5/18 -Platfermer Untaxing, insipid, uninspiring and

mones, blo to control RAV STORM

Wirgin - PSMZ3 - 6/18 - Shoot 'em un funous vertical scrolle the player breathless, but unfaililled

DRY TORPED SCEE - PSM27 - 7/18 - Racing pame A fine arcade-style experience, which doesn't last long enough at home

MARAYASI libs Seft - PSM1 - 7/18 - Platfor Nice to look at, challenging, yet ever-so-slightly awkward platform affair

REBORT: COUNTDOWN TO CHAOS

EA - PSM32 - 7/10 - Shoot 'em up Scenario and control system lend weight, but we've seen it all before O RED ALERT

Virgin - PSM28 - 9/18 - Real-time strately war game A mammoth game, A classic. You must own this

Gremlin - PS&115 - 7/18 - Shoot Mindless fun for a time, but the new

puzzles fail to puzzle for long Virgin - PSM8 - 9/10 - 38 adventure Chilling, blood-drenched acti mixed with Bendish puzzles

O RESIDENT EVIL 2 Virgin - PSM31 - 9/10 - 30 advanture lassic game that's every bit the equal of its illustrious predecessor



BEAT 'FM UPS



TEKKEN 3 PERSON A SECURE AS BOOK THE CASE



SHALL IN SECTION AND ADDRESS OF





TEKKEN 2 PFF -- 18/10 -- Real Service



MORTAL KOMBAT 3 PART - \$717 - best for an

PSM GAMES DIRECTORY



DIRECTOR'S CUT

Virgin - PSM28 - 1/10 - 38 advents A jazzed-up re-release: huy it only if you don't have the priginal

REYRO FORCE

Psygnosis - PSM66 - 5/10 - Shoot lett un Nostalgia gets the better of it and

plunges it back to 1996. RETURN FIRE

Time Warner - PSM18 - 7/10 -Arcode war game

Brilliant two-player, head-to-head blast, with a touch of tactical depth.

O RIDGE RACER SCEE - PSM1 - 5/18 - Racing pame

It was the puntessential PlayS racer in its day. Smooth, playable, unforgettable. Still not bad for £20

BIOGE RACER REVOLUTION SCEE - PSM5 - 8/10 - Racing game The sequel to Ridge Racer improves the visuals a little, adds a counte of

new features, and that's it O RIDGE RACER TYPE 4

SCEE - PSM45 - 9/10 - Arcade recei Those who are turned off by tuning engines will find their need for

speed sated here DIDT

Poygnosis -Sports sim is - PSM15 - T/18 uturistic basketball derivative. More of a scuffle than a not

Hasbro - PSM28 - 6/10 - Boordgame A game saved by its Ultimate Risk option. Not worth the asking price

RIVAL SCHOOLS Wrgen - PSM48 - 8/18 - Boot 'em up

One sten nearer to Telden a Perfectly balanced gameplay. excellent two-player mode

BOAD BAGE Konemi - PSM16 - 5/18 - Racine sim

Another Wineout clone which fails to generate tension or excitement

EA - PSM3 - E/10 - Bike racing game

Formulaic racer that sounds like a medical complaint but is less fun to

ROAD RASH 30 EA - PSM34 - 7/10 - Racing/

fighting game Above-average arcady races Definitely a matter of taste

ROCK AND ROLL BACING 2 Interplay - PSM38 - 4/10 -Educatio runo Insipid, hollow, soulless fare Brain-

implodingly frustrating. Horrid DORN BIY

THE - PSM13 - A/16 - Arena cambat Interesting 'build your own fighter' idea is ruined by dull gameplay.

ROBUTHON X GT - PSM13 - 6/18 - Shoot 'one sp Provides 20 minutes of action packed fun before getting boring

ROGUE TRIP 6% - PSM35 - E/18 - Briving bloster Predictable gameplay and let down by the handling of the vehicles

Psymosus - PSM43 - 9/18 - Tetura

Erratic handling may annoy some but two-player racing is addictive

AUSCO MICQUEEN

SCEE - PSM27 - 7/18 - 38 shoots Won't make your jaw drop, but it onzes playability.

D. TVDE DEITE SCEE - PSM45 - A/10 - Retro Master R-Type Delta is top fun - surely a game's only remit?

Virgin - PSM37 - 8/10 - Retro bloster Flaming great. If you know who lason King is you'll think this is fab.

THO - PSM44 - 4/10 - Cartoon capers Only for those of a single-figure age.

RUMMING WILD SCEE - PSM44- 5/16 - Arcerie rucing A walnut brained novelby racer



SAMPRAS EXTREME TENNIS Codemasters - PSMS - 7/18 -

Good, but not brilliant, tennis sim lacking the pomph of a true classic

SAN FRANCISCO RUSH GS - PSM37 - 4/18 - Areado drivino

Buy a decent racer instead S.C.A.R.S.

Ubi Seft - PSM36 - II/16 - Racm A great racing game that will give Circuit Breakers a run for its money.

SENTIENT Poygnosis ~ PSN/18 ~ 7/18 ~ III minesimes

A fascinating, in-depth experience, marred by the frustrating controls

SENTINEL RETURNS Psygness - PSM36 - 5/16 - No idea! A sadly flawed version of one of the few original titles from olden times

SHADOW GUNNER We Suft - PSM41 - M/16 - Mech combat sheeter

A straightforward action/robo shoot 'em up that lacks the sensational.

SNADOW MASTER Psygnoses - PSM29 - 5/10 - First-

erses sheet 'em up If Doom's not pretty enough for you, maybe you'd prefer this balls-out blastfest. Then again.

SHANGHAI TRUE VALOR Sensett - PSM42 - 6/16 - Puzzler Solid version of mah-iong, but there are better puzzlers out there

Care - PSM5 - 7/18 - Shoot 'em ap It's tanks, big guns and mindless destruction abov in this Core blaster

SHOCK WAVE ASSAULT

ER - PSM3 - 5/10 - 30 shooter Easy to get the hang-of blaster which proves too simple to truly impress.

SIM CITY 2000

Maxis - PSM11 - 7/16 - Strategy looks and addictive gameplay clash in this build-a town classic

SKIRL MIINKEVS

EA - PSM30 - 7/10 - 28 platformer Polished and very playable, but

> SLAM 'N' JAM '96 BMG - PSMS - 5/10 - Rashethall sim Offers an alright one-player mode, but is overshadowed by finer titles.

MTV Interactive - PSM18 - G/10 -

Shoot 'em up Flat, barren uniospirine blaster which thinks it's original. But it isn't,

EMALL SOLDIERS EA - PSAN40 - 5/10 - Movie tie-ie Nothing to do with the film a

yery limb game in its own right SMASH COURT TENNIS SCEE - PSM14 - 8/10 - Tonner som

Colourful and quaint, I too slow for today's gamer Ace fun though KNOW RACEIL

Ocean - PSM32 - 8/10 - Winter sports, see xcellent combination of skiing and

enibrandine SOCCER '97

Eisles - PSM20 - 8/10 - Feetball sim Rollicking end to-end action slightly compromised by poor visuals

SOUL DEADE SCEE - PSM18 - U/18 - Beat 'em up

Great weapon-based fighter which slaps the ruddy face of Toshinden

Eides - PSAH43 - 9/18 - 30

action/adventure Gorgeous gothic graphics, new gameplay tricks and its structure

nake this extremely playable SAVIET STRIKE

EA - PSM13 - 7/18 - Combat flight sem

short and unoriginal but offers an addictive blast while it tasts

SPACE HIREK EA - PSAR9 - 8/10 - Action/edventure

Atmospheric sci-fi iaunt requ'ring strategic thought

SPRWN: THE ETERNAL SCEE - PSAK33 - 4/16 - Relventure/ heat 'ees oo

A disappointment. It lacks absorbing gameplay and visuals SPEEDSTER

Paymesis - PSM18 - 5/10 - Racer Refreshingly different, but tacks the necessary speed and drive

SCEE PSM35 - 4/10 - Um. sauce 'eou up. Maybe

Rushed-out, non-game Only for dedicated Spice boosters

SPICE WORLD

BMG - PSM28 - 7/18 - Platforme A novel lead character and brilliant controls mask a samey platformer

SPORTS CAR ET ER - PSM46 - 2/18 - Arcain racing game

A dream, innately unappealing racing game Kid it! KiJ t

SPOT GOTS TO HOLLYWOOD Virgin - PSM17 - 5/10 - Platformer rgets to utilise all the lovable

platform traditions.

SPYRO THE DRAGON SCEE - PSM39 - 8/18 - Pietformer Charming and polished, only spoiled

by a lack of challenge early on. CORP OF ROLLSTON Wrgm - PSM14 - M10 - Beat 'em up Typ cally access ble yet tactically

O STAR WARS EPISODE 1: THE PRACTICAL ME VACE Activisian - PSM46 - 8/10 - Sci-fi

action/adventure The Force is strong in this one, A highly successful crossbreed of genres, and a must for any redi-

STAR WARS MARTEN III TERAS KASI

Virgin - PSM32 - B/10 - Best 'em up A heat 'om in cheen in Stor Word clothing. En oyab e but not perfect

STAURIANT ALPHA SCEE - PSM2 - 5/10 -Shoot 'em up A pleasant looking, but samey space blaster, acking long-term appeal

SYNREIGHTER 2000 Teletar - PSM# - 5/10 - Space combat The tough flight mode and medicore graphics hinder an adequate game

STEEL WARRINGER Mindscape - PSM13 - 5/10 - Shoot

Mildly entertaining shoot 'em up masquerading as a strategy game.

STEEL BEIGN SCEE - PSM28 - 5/10 - Tank shoot om up

Outstand ngly average STREAK STI - PSA460 - 5/10 - Future boarding

Potentia, sport by awkward controls and lack of finish. Disappointing STREET FIGHTER ALPHA

Virgin - PSM5 - 8/10 - 20 bent 'em ua that there's room for aD tussling on the PlayStation

STREET FIGHTER ALPHA 2 Virgin ~ PSM13 - 8/10 - Beat 'em up More proof that there's room for 2D tussling on the PlayStat on

O STREET FIGHTER ALPHA 3 Virgin - PSM44 - B/18 - Seat 'em up If you trink gameplay is more

important than graphics this is a ten. STREET FIGHTER COLLECTION Viroin - PSM39 - B/10 - Beat 'em un

Despite being a bit of a missed apportunity, SFC is a little slice of gaming h story

STREET FIGHTER COLLECTION Virgin - PSA645 - 7/10 - Beat 'em up

For dedicated beat 'em up afic onados, it's prerequisite retro

O STREET FIGHTER EX

Virgin - PSM25 - B/10 - Best 'em sp If you were a fan of the 5F2 titles, this game will seem like a second

STREET FIGHTER: THE MOVIE Virgin - PSM1 - B/10 - Best 'em up Eas ly the worst title in the otherwise prestigious SE series A

STREET RACER

Ubi Soft - PSM13 - 7/10 - Racer Polished cartoon graphics and honest gameplay mark this race

STREET SWATER

EA - PSM44 - 8/10 - Skatelaarding Matches Cool Boarders 2 for groundgliding thrills, but lacks tracks

STRIKEPOINT: THE HEX MISSIONS

Elite - PSM16 - 6/10 - Sheat 'em se Fast and exciting, but lacks the satisfying complants of its rivole

STRIKER '96 Time Warner - PSM2 - 8/10 -

Like its commentator, Andy Gray, this game is fun but deenly flowed

CHIMODEN Konami - PSM15 - 7/10 - RPS

H strionic Japanese RPG mata Recommended for the converted

SUPER PANG COLLECTION Green - PSAR24 - 6/16 -

Retre collection Three addictive old arcade puzziers.

Mitdly tax ng for a short while

O SUPER PUZZLE FIGHTER 2 Virgin - PSM20 - 9/10 - Puzzle game ans of puzzles will find this mad

Puyo Puyo clone close to perfect.

SUPERSONIC RACERS Mindecape - PSM11 - 8/18 -Racing game

Ultra-competitive e-ght-p ayer cartoon racer. Cute and playful.

SWAGMAN

Care - PSM20 - 8/10 -Arcade adventure

hard to please, but controls are far too frustrating. A damn shame

SWING Software 2800 - PSM44 - R/10 -

Like juggling in an abacus Definitely one for real puzzle freaks.

O SYNDICATE WARS EA - PSM21 - 9/10 - Stratney action

A superbly atmosph challenging title. Not to be missed

SYPHON FILTER SCEE - PSA947 - 8/10 - Shoot 'em us Replete with great features and engrossing set pieces, but too short.



T'AI FU: WRATH OF THE TIGER Activision - PSM45-5/10 - Beat 'em up/platformer

Infunty, uninvolving and downinght awkward to play

TANK HACER

Grotier - PSAM44- 6/10 - Tenh racing ignore the ugly face and enjoy its in-filled soul

O TEXXEN

SCIE - PSACF - 9/18 - 30 heat 'em us A masterpiece Instru parly success of the PlayStation

O TEKKEN 2

SCEE - PSM11 - 18/10 - Bool 'em un mnly the perfect heat 'em up Full of great fighters, moves and visuals

SCEE - PSM36 - 10/10 - It's Tokken! The best fighting game in the world. Totally without equal, it's without doubt the benchmark for all others.

O TEMPEST X

Interplay - PSM15 - B/18 - Sheet 800 80 Tough, smooth, nippy and above all legendary blaster Intensely exciting

TENCHU Activeson - PSM38 - 7/10 - Slash

om us The ninia games aren't great. This one's serviceable Enjoyable and limited, Rough and unfinished

TENNIS ARENA

thi Soft - PSAR28 - 7/18 - Toomis sim Beaut-fully animated and mag native. A worthy addition to the

PlayStation's tennis-playing family

TEST DRIVE 4 EA - PSME8 - 7/10 - Racing some

Gorgeous looking, fast and fun, but rt lacks denth

TEST DRIVE ANA ER - PS8648 - 7/18 - Bryada

off-road racing It can be fun, but ultimately lacks the depth of more serious competition

TEST DRIVE 5 EA - PSAN40 - 6/18 - Arcade racing

An exceedingly average racer Ot titles are more worthy of your cash TEST DRIVE: OFF ROAD

EA - PSM23 - B/10 - Racing game The one-player game is okay, but the two-player option is poorly designed.

TETRIS PLUS JVC - PSM26 - 6/18 - Puzzie game Sound enough, but few surori

THEME HOSDITAL EA - PSN(31 - 8/10 - Hespital pim Quirky, amusing, very clever,

THEME DADK EA - PSM7 - 8/10 - Business sim

Reautifully presented business game calting for patience and cunning.

THREE LIBNS BMG - PSM33 - 8/10 - Featball sim Purist's football game, written by fans for fans.

THUNDERHAWK 2

Core - PSMS - 8/18 - Combut Frantic gameplay, mass destruction, interesting missions. Not at all had

TICER WOODS '99 ER - PSA643 - G/10 - Golf sim Jagged graphics and imitating showbiz

extras will be a turn off to many

TIME COMMANDO

EA - PSM10 - 6/10 - Adventure compromised by fiddly controls

TIME COICIS SCEE - BSM27 - B/16 - 26 amondo

shoot 'em uu ooviest, bloodiest lightgun shoot 'em up there is.

TORAL MR.T SCIE - POSSIS - R/18 - 18 hout 'en on Boasts a fluid frame-rate and sound grasp of 3D, but lacks authority

O TOCA: TOURING CAR CHARACHANICKO

Codemasters - PSM27 - 9/10 -Racing simulation Excellent, realistic and fun: great graphics physics and sound Plus mazing track and car detail

O TOCA 2: TOURING CARS Codomesters - PSM48 - 9/18 -

Racino samulation An improvement on the original Still one of the best racing games

TUKYO HICHWAY BATTLE THE - PSM18 - 7/16 - Racing ga Passable urban racer which takes

place in city traffic O TOME NAMES

Core - PSM13 - 10/10 - 39 advanture The perfect balance of action and exploration, Popular heroine, too, At

Platinum price, it's a must have

O TOMB RAIDER 2

Core - PSM26 - 18/18 - 38 adventure Who would have thought it could get better? But it has and Lara is ooking lovely as ever

O TOMB RAIDER 3

Core - PSM46 - 18/10 - 38 adva Incredible Stunning Massive Brilliant It'll keep you playing,

THEARI

SCEE - PSM36 - 8/10 - Pletierm Puzzles and bizarre logic make this game appealing.

TOMMI MÄKINEN RALLY Europress - PSM35 - 6/10 -Rally racer

Disappointing when compared to other racers.

TOP GUN Oczan - PS#110 - 6/18 - Sheet 'em pp

Reasonably proficient air combat sim. Not half as cheesy as the film

TOTAL ORIVIN' Ocean - PSM25 - 8/10 - Racino sumo A huge variety of tracks and cars but for some reason it doesn't work as a

single game TOTAL FCLIPSE BMG - PSM1 - 5/10 - Shoot 'em up

Yet another repetitive and frustrating 3D blaster. Shallow and pointless. O TOTAL NOA 108

SDFF - PSM3 - 9/10 .. Resirethall sum The perfect combination of accuracy and playability, Sweet hoop dreams. O TOTAL NBA '97

SCFF ... PSM14 .. 9/18 ... Rackerbull nim

Better motion capture and a few graphical tweaks keep Total on top Until NBA Live '99 anyway.

TOTAL NRS '98

SCHE - PSAR34 - 8/10 - Reshabball nice Realism over ease of play but up there with the best. That said, lacks ground-breaking new features

TRANSPORT TYPION

Bosse - PSM28 - 6/18 - Resisces management aux up and run a transport network Marginally more fun than it sounds

TRAP RUNNER

Kenam: - PS8947 - E/18 - Stratnov If you're after a retro feel, it's an entertaining multiplayer title

TRACK IT

Rage - PSM18 - E/10 - Platform suzzier

Full of original stuff, but gameplay flaws and measly time limits kill it TREASURES OF THE DEED

SCEE - PSM35 - 7/10 - 10 underwater shoot 'em un Treads the line between arcade and sim Slow, but satisfyingly complex

TRIPLE PLAY 2000

58 - PSM67 - 7/18 - Resoluti nice A good-looking and playable sim, Its appeal remains inevitably limited

THUE PENGALL

Boson - PSM4 - 7/18 - Yep, pinkell

A comprehensive simulation TUNNEL B1

Scoon - PSM18 - 8/10 - Shoot 'em up Visually accomplished blaster who frustrates as much as it engrosses

TWISTED METAL SCEE - PSM2 - 7/18 - Crash 'em up A crash-and smash treat for two players, but rather dull for one

O TWISTED METAL 2 SCEE - PSM17 - 9/18 - Cresh 'om up Stuffed with detail and thrilling



O UEFA CHAMPIONS LEAGUE Fides - PSM45 - 9/10 - Feethell size

Pro and FIFA finally get a rival... ULTIMATE PARODIUS DELUXE Konzon - PSM1 - 6/19 - Shoot 'est us Vostalgic 2D blaster. Belongs to an age where coin-ops were 100 a go.

UNHOLY WAR Erdes - PSM38 - 6/16 -

Strategy/combat Some good moments but ultimately of very little substance



relier Interactive - PSM38 - 7/10 Strategic shoot 'em up Not recommended for the inexperienced or casual games

TOP FIVE MUSIC MAKERS



MUSIC

PSM48 - B/18 - Music creation



PARAPPA THE RAPPER

SET - 170 - km is a set the mo



IST A GROOVE 30 - 0/10 - Do



PSM36 - 7/10 - Interactive music



BABY UNIVERSE PSACHE - A/18 - 30 Kaleidescope

We say: "An amusing enough tritle, But was

PSM GAMES DIRECTORY

An all round party six of a game.tf

Oh, just buy this.

The Dragon

min badwillow

VERSAILLES

Eryo - PSM35 - 5/10 -

NICTORY BUXING

DICTORY ROXING 9

AVE - RSMEAR - B/10 -

Bearing plan

VIEWGOINT

combat game

Biobt sheater

WHALL: BEACH VOLLEY HERDES

O VANDAL-HEARTS

Konnru - PSM28 - 9/18 - RPG

6% - PSA634 - 8/18 - Accade

lots of fun. Get a friend round.

Occasionally clever, mostly dull

JVC - PSM14 - 8/10 - Baxing sim

plenty of long-term challenge

A thinking man's beat 'em up with

The best boxing game around (sh.

EA - PSM2 - 5/16 - Shoot 'om up

Xevigus-style isometric blaster with

Activision - PSMS4 ~ 7/18 - Brining

Enjoyable in two-player mode, looks

sharp, But Twisted Metal 2's better

Scenn - PSM35 - 8/18 -

Duff graphics and outdated

gameplay. A waste of time

Core - PSMS - 5/18 - Gelf sim

playable, but it lacks the dark

originality of Pool Shark

VMX RACING

UR RASERALL

Ugly as a pair of golfer's slacks, but challenging in the long term

Interplay - PSN16 - 8/10 - Pool sim

Wrgin - PSAM2 - 7/18 - Football sim Bags of history, and nostalgia, but

still a pretty average kick about

Funceft - PSAt33 - 3/18 - Recer

Suffice to say VMX is the pits.

Interpley - PSM27 - 5/10 -Summing wire

An unexciting and unemotional sim

which is more laughable than real.

THE - PSNE34 - 7/10 - Best 'em up

Not the best, but sufficiently

different to be worth buying.

you've just bought a PlayStation buy this. If you love rally cars buy this.

A careful blend of rivetting plot, cute

animation and great gameplay. But

dated in the face of Crash and Spyro

A very pleasant surprise. Simple but



O WHATTY Bcass - PSM27 - B/18 - Bacing you Fine visuals and a plothora of tracks excellence in this tricky races O MARRIEV 2 Infogromes - PSSM7 - 10/18 - Bally race 'em up

EA - PSACES - 9/16 - Combat strategy More depth and detail than C&C b perhaps not quite as addictive, with the same control problems.

WARRAMES DIFCON T EA - PSM35 - 0/10 - Sheet 'em up Unchallenging, but plenty of missions and dual scenarios

WARGODS EE - PS8622 - 3/16 - Boot 'em m Little more than a terrible 3D version of Mortal Kombat Rusty and rigid.

WARHAMMER EA - PSM12 - B/18 - War game A lough challenging comb war sim and God-game.

WARHAMMER: DARK DMEN EA - PSM32 - 8/18 -Real-time strategy

Excellent fantasy strategy game with improved graphics and gameplay lust as addictive as the original

WARHAWK SCEE - PSM2 - S/18 - Combat Wahi sim

dictive and varied flight sim. providing a difficult, but ultimately rewarding experience

O WARZONE 2100 Eides - PSM45 - 8/10 - Real-time

The best real-time strategy game ilable for the PlayStation, but not for the casual gamer who wants immediate gratification

WAYNE GRETZKY'S 30 HOCKEY '98 ET - PSMST - 4/18 - Ice heckey pim

ts madequacies are many, its long term appeal low WCW MYRO

THE - PSM34 - 5/18 - 38 wrestling sim

Disappointing, It's hamstrung by an

WCW THUNDER THO - #SAFFF - 3/18 - Wrestling sim Appaling playability makes th

unworthy of anyone's as outd WCW VS THE WORLD

TRO - PSM28 - 6/10 -Wresting sim Plenty of characters and great moves. But the gameolav's dull.

O WILD ARMS

SCEE - PSAIST - 9/18 - BPG Slick, polished and above all, fun. A must for any PRG fan

WILD # Interplay - PSM37 - 7/18 - Platformer Outdated and not as good as many other platformers

WILLIAMS ARCADES GREATEST HITS CTI/Williams - PSM7 - 7/16 -Retre completion Age shall not weary them. Not much anyway. Defender is still the biz

WING COMMANDER OF EA - PSM5 - 8/10 - Space combat Great movie, great acting. Gameplay? No, they forgot that bit.

WITH PRESENTATION OF EA - PSM21 - 8/10 - Space combat A huge improvement on the previous

title. Plenty of scope and depth WING UVER JVC - PSM28 - 8/10 - Arcade

flight sim Nice idea, but average graphics and repetitive gameplay

WING OVER 2 JVC - PSM46 - 4/18 - Flight sim Lots to do, and all of it fiddly and

nomible Avoid this rust bucket Poygmesis - PSM1 - 8/18 -

Racing name Dizzving gravity-defixing pyrotechnic racer set in the near future. Mangelinus soundtrack

O WIPEOUT 20117 Poygnesis - PSM12 - 8/10 -Racing game

improved gameplay and brilliant linkup option keeps this ahead of al the racing rivals. Platinum? BUY!

O WINDLD CITO BE EA - PSM34 - 9/10 - Football sim

It may have taken five years, but this could be the ultimate footy sim Truly worthy of the World Cup name

WORLD CUP GOLF Scenn - PSAF5 - 6/10 - Golf size Gets the basics right, but pales into insignificance next to PGA Tour

WORLD LEAGUE RASKETRALL Mindscape - PSM30 - 5/10 -

Very hard to get excited about features too many nations that are staggeringly average at basketbal Incredibly short of greatness

WIRLD LEAGUE SUCCED Eides - PSM33 - 7/10 - Feetball sin A player that's always a challenge

No flash, no licence - the business MORMS Scean - PSM2 - 7/18 - Puzzle gar

Admired for its originality but lacks visual style and lasting appeal WRECKIN CREW

Teletar - PSM34 - 7/18 ~ Arcade shie racer A bright and pleasant change from simulation-style games. Not taxing, but fast and frantic

WAVE: IN YOUR HOUSE Accinim - PSM75 - 5/10 -Wresting som

Captures the rank stupidity of the sport, but looks basic and aged.

WWF WAR ZONE

Accluse - PSM37 - 7/18 -Wrestling om A good looking title, but let down by the usual grappling suspects. It still

IVWF WRESTLEMANIA Accians - PSM2 - 8/18 -

Wrestline sin A genuine contender Amusing and more fun than other po-faced fighters of the time



X GAMES PRO BOARDERS SCEE - PSM43 - 7/18 -Snowboarding sim

Very cool, but superficial gameplay lets it down. A particular y repetitive snowboarding game

K-COW- ENEMY HUKMOWN Microprese - PSM1 - B/18 - Stratney

Atmospheric and complex strategy t tie. Constantly demanding E-COM: TERROR FROM

THE DEEP Microprose - PSM14 - 8/10 -

Just as addictive and compelling in terms of gameplay as the first title

Broller Interactive - PSM35 - 5/19 -Sheet 'en up oo s mole shooting. Disappoint ne

game with disappointing graphics. XEVIOUS 38/G+ SCEE - PSM23 - 6/10 - Shoot

nes au Four versions of the classic bluster including a slick 3D update.

N-MEN: CHILDREN OF THE ATOM Section - 894632 - 7/10 - 20 heat 'three cam Good PlayStation conversion of an arcade game that's showing its age

X-MEN VS STREET

Virgin - PSM37 - E/10 - Bent 'em up hy settle for a stylised comic-book when you can have Tekken 3?



VOVO'S PUZZLE PARK JVC - PSM48 - 7/18 - Cute puzzle It won't keep you up 'til four in the ning, Bust-A Move-style, but it's

good, clean fun

SCEE - PSMES - 7/10 - Real-time

strategy game

Has its moments. But they are few and far between,

ZERO DIVIDE

Gcess - PSM4 - 7/10 - 30 bout

'en m novative combat sty e makes up for a deficit of opening appeal.

ZERO DIVIDE 2

SCEE - PSM39 - 5/10 - 30 best 'em up disappointing fighting game.





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Hawler questions from ap SIX Aliens to win prize from the list.

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Go 4 Goals

and the second second ere SEX moals to wh a arize from the list

09063 60900



Super Cop.

Arrest all SIX News Provvers and who a order from the list.





Just get Three Questions Right and the Prize is ugars



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11/2 9:16

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TO USE DISC 46 load Press & to select the demo you want. At the end of the some of the demos you will

Anna Kournikova's Smash Court Tennis

PUBLISHER: Arcade tennis

Playable domo

its that time of year again, Head down in the supermarker and grah vourself a punnet of strawberries. half a flagon of cream and a bottle of surprise that this souped-up version provides all the gameplay fun that we've come to expect from Namco-san. That Ms Kournikova means they're on to a sure

In the demo you're given the option of several players and, whether you play with a friend or against the computer, you'll soon be gagging for more. You get to play a couple of games in Exhibition US. Its easy-to-use control system means that within minutes you'll be railying faster than Burns and Griest.

Controls

ŏ Super shot Strong shot (fast serve)

To serve press (2) and just as the ball begins to loose height press @ again and you're away. Aces can be achieved using rather than . Go closer to the net

and you can volley with the best of 'em:

madditional features It's in Multiplayer Mode that Smash Court Tennis is at its best. The full game enables you to play against four other people in a doubles match. You're offered a choice of ten street courts, four pro courts (with different surfaces) and 24 initial characters with more hidden ones to choose from.

further information New balls pleasel. You'll find a smashing score of 8/10 in PSM46.



ON THE CD

Omega Boost



SCFF

STYLES PROBRAM Mech sheet 'em up

Playable domo escribed as a "shoot 'em up with a modern twist," Omega Boost pushes the graphic boundaries of the PlayStation. Made by the Polyphony

team responsible for Gran Turismo, the technical wizardry is obvious. On the demo you'll see that the menu screen lists various options. Zone section of the full game. Select these using 1 and 1. Displayed in the bottom

left-hand corner of the screen is the radar which will point you in the





as Boost comes from the bods the brought you Gran Turismo, Hait

direction of any nasties that happen to be in the vicinity and in the bottom right is your energy bar. The Training Mode enables you get to grips with controlling your robot throughout the spacious 3D environment - something that can take a little getting used to. You can browse the design specifics of the robots in the Art Gallery and there is a Replay option. Analogue compatible, natch.



watch your best stunts again on replay



m

Back view Step Boost

Boost



Attack Change view Direction.

madditional features In the full game you will be required to attack and defeat numerous sub-bosses and bosses – assuming that you've made it through the barrage of smaller craft.

further information Fly on over to PSM47 for a 7/10 PlayTest.

Croc 2

PUBLISHER:

Fox Interactive

STYLE:

PROGRAM:

Platforma

Playable damo year and a half after the release of Croc, the gamboling green gator's back in search of his real parents.

in this sequel, the cheerful chappie encounters four Gobbo tribes (plus a secret village), new enemies and adventures. In each tribe's and challenges. These range from having to find objects to construct a snowman. to the Inca level where you are challenged to an, um, ginger soda-fuelled

rewards and defeat his enemies to

continue in his quest.

On the demo you will need to make your way around Croc's world picking up crystals as you go, and find the key to release Gobbo from the cage where he is being held captive by the evil Dantini. The key can be found in a cave after you've negotiated some tricky territory. in order to break boxes open, simply jump while standing on them and then press jump again. Don't be fooled by the your manual dexterity to the test in either digital or analogue mode.

■ controis

D-pad Direction 8 Jump Tail swipe ➂ Use binoculars

Side step right 1.7 Side stop left ∞/■ View contents of bag

additional features In the full game Croc has a whole host

of new moves including a boost triple jump, a power flip, Croc paddle (a kind of doggie paddle for use in shallow waters) plus the little fella's now able to: swing on ropes and vines, making himmore agile than ever before.

■ further information PSM46. Croc gets a bigger, better, prettier 8/10.



Fly 'em up Playable demo

his seemingly sinister game is cross between Gladiators and Prisoner Cell Block H, but without the melodrama. Inmates from futuristic prisons have been taken off peeling duty to provide entertainment in the form of an aerial war.

In the demo you are given a choice of four challenges to complete in under three minutes each. Select your player using 8, use the D-pad to scroll through the different prisoners. In the first of the sub-levels you will need to practise your flying skills by reaching ten check points. The second you have to thermals to help you along your way. Inthe third you will need to kill all 21 drones. However this is slightly harder than it sounds because the drones are

not stationary - so use your radar to keep a close bye on them, in the mosts you'll race against the guardian, but you'll need to be fast.

- Control of
- 60 player/use machine guns
- 90 Pull back
- aunch missiles Scroll through D-pad menu/direction
- madditional features
 The full game consists of 60 cloud-bound brush up on your acrobatics.
- Dfurther information if you're reading this you should already know, just in case you've missed the review, turn back to page 94.



Time Slip

- PUBLISHER:
- SCE STYLE **RPG Parady**

FROGRAM: Yaroze - full game

ou play the part of a snail who has been caught in a space/time distortion and can not escape. He is thrown back in time every minute and this results in him leaving duplicates of himself everywhere. As every quantum physicist knows, bumping into another version of yourself is very bad news so it needs to be avoided.

The idea behind David Johnston and Mike Goatly's game is to collect coins to reach the level exit. You must use the floor pad-activated doors to progress. This is where it gets a little more complicated. To this makes it impossible go through

the door. You need to wait at the door after having stood on the panel and wait for your former self to activate it. A flashing clock on screen indicates a change in the space-time continuum

- m contraire
- ŏ

Speed up time (useful if you are standing on a

At the bottom of the screen is your snall scanner. This enables you to see what snails from past times are nearby. The line extending from the centre of the scanner points the direction the snall is in relation to you, and the size of snall indicates how far away it is.



Opera Of Destruction





(1)

m

- PUBLISHER:

STYLE:

Yareze - full game ar is a simple gremise really. Destroy your enemy's city while protecting your own from a similar fate. You begin the game at full strength - 100%. In single-player mode you battle until the end, but in twoplayer all is fost at 10%. Your city is guarded by cannons that will protect it from the alien traft temmanded by your enemy. You have a single fighter jet at your disposal and this can drop boning and unlike your cannon it was unlimited ammo. When you're using your cannon, your fighter enters stasis and freezes - but it is still vulnerable. Scattered around the terrain are energy cubes that will replenish depleted ammo. There are 20 worlds to conquer

in Opera Of Destruction.

Pause game



Fire In Cannon Mode:

Hold down the 🚞 and use the D-padto move the gun post. With 🚞 button down, and move gun post upand down

Enter gun post I Enter gun past 2 Enter fighter let

D-pad	Direction
280	Rear view
- 4	Top view
(A)	Increase spec
9	Decrease spe
•	Drop bomb

On-screen messages:

Here are what those words mean: PWR - the strength of your fighter CITY - your city's strength ENEMY - enemy city's strength CUBES - number of energy cubes

Command & Conquer: Red Alert

PUBLISHER: . Virgin Interactive STYLE:

PROGRAM Playable demo.

hen Westwood tame up with Commund & Conquer there were a lot of happy console players out there. When they came up with Red Alert The creation of what had merely been an add-on for the PC into a far more substantial game, excited strategy fans everywhere. "Value for money" doesn't even begin to justify just how much you're getting for your cash with this beauty. There's an interesting and

atmospheric storyline, mouse control, two-player link up (possible with just one 40 levels to battle your way through.

To give you a taste of Just how good this title is, we've nabbed this neat selection of levels from the game. In the first you have to rescue Einstein, who is still very much alive in this game (there's not much fun to be had in rescuing a stiff...) and has been captured by the enemy. While saving the future of relativity you must keep your star soldier alive. Further on you will have to track down and kill an enemy spy using a pack of highly-trained dogs. You'll find that the dogs are most effective close-up, but don't forget to save a couple for the end of the stage. Woof.

Controls

Up, down, left, right,

(a) Use menu Change icon

ě Change information 8 Highlight or move troops

madditional features What you don't get to see is the wonderful one-player Skirmish Mode. two-player link-up option, most of the levels and the excellent intro sequence. 20 quid, who's complaining?

■ further information With an explosively good 9/10 score have a butchers at PSM37 to find out more about this newly Platinum-ed title.





Total Drivin'

FURLISHER:	Infogrames
■ STYLE:	Reging game

nother Platinum classic, as the name implies this game is imally classes of car involved, racing five terrains, in a quest for out-and-out speed. Ride roughshod over Egyptian dunes in a buggy. Drive your very own Indy-style race car around the circuits of Japan and Russia or, if you're a more rugged racer, head to the Scottish highlands for raucous rallying action. Each style offers a new challenge to the budding digital motorist. The Indy cars





indy-style cars on Tarmac, you'll be thrilled by TO.

power you along with a smooth-style sleek ride, but as you're heading down the straight don't forget that at the end of it is a corner. If you're more of an action fan than a speed freak, you'll findthe buggy racing most enjoyable, but belt up and prepare for a bumpy ride

On the demo you get to play one of the rally stages. Being a less hardcore rally game, you'll find controlling the car McRae or V-Rally. Soar through the picturesque hills of the Scottish highlands but just don't expect to be able to admire the view.

D-pad

Direction: Hown Rear view **→**⊗ Speed ŏ Hand brake Brake Fland right

Hard left additional features Over 40 cars and eight international teams - each with individual handling.



Total Brivin' is restly rally good - and a hargain too.

36 tracks, over six countries, with deathdefying obstacles to overcome including this, and it's going for a song. It's sheer lunacy.

. funther information Grab your spanner and head back to PSM25 and tinker under the bonnet of Total Drivin's PlayTest, where it races intothe distance with 8/10.

PlayStation Magazine

- PUBLISHER:	SCEE
■ STYLE:	Racer

Ubbed as Mario Karr for the PlayStation, Speed Frenks has a six to live up to and judging by the ack of work happening in PSM Towers it certainly does just that. The influence is obvious - It's a kind of Wacky Racers,

It's a game requiring a surprising amount of cunning and Dick Dastardlytype tactics, to succeed. With a fourplayer mode that would shock even Ron. for yourself next month.



Speed Freaks Prince Naseem Kingsley Boxing

PUBLISHER: Codemaster STYLE: Bezing Sim



how much you could cram into a game. Prince Naseem Boxing would be up there on the leaderboard with the best of them. There are three sections to the game. Showcase (full championship boxing), Versus (arcade style boxing) and World Career - a novel idea that gives you the chance to see if you have what it takes to become the next Don King, In the Showcase and Versus game you're given the choice of 16 boxers to play as. However in the World Career mode you can choose from a massive 90 boxers.

If you're after multiplayer action, there's plenty of it. You and seven friends tournament. Train in Naseem's personal gym to perfect the numerous different shots available. The Career Mode looks to be serious business. Management not fight diary, but diet too. Wonder if ear biting is on the menu?

PHIL (SHEE) SCFF ATM E Gute platforme

his rafter charming platformer stars kingsley the fox, his cheeky features make him a cute likable character. For the purposes of the game you are the orphaned Kingsley and must set out on a quest, over hill and down dale fighting for the good of all. The evil Custard(?) is plotting against the Queen of the Fruit. He has stolen her magic book, and has started to cast out heinous spells, that are turning the kingdom's True Knights into Dark Knights. Our foxy little hero has taken it upon himself to save the otherwise fruity fun than your average green grocer and not a plot to be scotled at we're sure you'll agree





takes the old good vs evil surrounds it with fruity plot.

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Letters



ANOTHER MONTH, ANOTHER MIRE OF BOZZLED TEXT-DAFT, DISNEY IN FEVII SHOCKER, RIDGE RACER TYPE 4 SUCKS AND PANTS WITH MEN IN THEM.



EDITED BY:

tenhen Pierre who considers it acceptable for you to e-mail your mind egg's albumen nsm@futurenet co uk



GLAND TIDINGS

Mellow greetings to all at Official UK PlayStation Magazine Why don't you add a little bit of porn to your mag? I picked up another PlayStation mag the other week and I was mesmerised by the amount of naked chicks! If you added the odd breast or two it would make a big difference to the number of mags you self

Rickmansworth

The PSM males believe that magazines purporting to be about PlayStations, should be about PlayStations - not scraggy, C-list 'models', inventively draped over a gun/car/cauldron becaus, the cover game just happens to be a shoot 'em up/driving game/RPG We feel PlayStations are a valid, funky, lifestyle pastime, just like clubbing, cinema, music, literature, theatre and TV. Sex is also a funky lifestyle pastime perhaps even the funklest? Yet we tend to turn to our beautiful girlfriends when feeling fruity. rather than gazing in awe at the blotchy, trowelled-up tartlets that apparently pass for titillation within other 'games' mags. PSM also feels this Loaded wannabe approach is lacking in style, originality. depth, quality and from as well as being childishly exploitative of women. You are right. Such a move would affect our sales. they would surely drop off. And as we currently sell four times as many mags as our nearest competitor, we'll stick with what we do best, [Rockl - Ed]

FOUR TO THE FLAW

I have been an avid reader of your superb magazine for just over a year. It has been an invaluable source of information on the PlayStation industry, but when PSM46 arrived on my doorstep I was struck by disbelief. Why the special collectors edition with four different covers? I was not aware that 46 was a special number worth celebrating. I love Star Wars and am desperate to see the new movie but I still don't see the point in having different covers. It is purely a money-making scheme designed to con people out of money With the same content in each magazine, and nothing but a simple cover change, it would be a waste of money for any customer. You are simply trying to get people who collect every issue to buy all four magazines and make more money You should be ashamed of yourselves for using the sort of marketing bull that you yourselves try to stop in the games industry

Justin Klim

Sorry Justin. We were unaware that when entering your local newsery to Invest in PSM46, you were forcibly held at sabre point and harangued into giving up 20 sheets for four differently sheathed copies. Baby, the choice is

Star Wars, diddly, Star Wars, These are not the mags you are looking for Mr Klim. That is where you fall. yours. Buy the mag if you want it. Don't if you don't. If you wished simply to purchase PSM46, then we offered up four different Star Wars celebratory covers for you to pick your favourite. If you are a Wars completist, you may have wished to collect all four. Everyone's a winner. We merely offered choice to the consumer. We are sorry you felt threatened by that

TOMORROW NEVER DIES

Y'know, it's funny you should mention a connection between James Road and Spyhunter (Old Skool Days, PSM46), cos I seem to remember a game called The Spy Who I awad Me on the Atan ST hasad on the Rond movie of the same name obviously. It featured that Lotus and at the end of the first level it changed into the submarine and continued underwater Just like the way the car in Spyhunter changed into a boat!

Sean P

A both fascinating and rivetting tale Sean. We are not sure whether to admire your enviable mental recollections, or chastise your skull egg's pedantic leanings. PSM opts for the former. Even now we are squatting in a circle, robes of ermine, riggan and buriap adom our frames Moaning men. Swaying men. The Wand Of Saxkkracihabbák is swished. Your thoughts... To our thoughts. Men scream Men sob. Men hug. Your mind is now drained We have your knowledge. Your head, empty. It is done.

MOVIES, GAMES AND VIDEOS

I am writing in response to 'Metal Gear Matty's star letter in PSM46 I can solve the Sean Barker/David Hayter mystery for you I am a huge fan of both The Guyver series of anime movies and of the PlayStation, Now, I was in the video shoo looking around and saw two movies - The Guyver : Mutronics and The Guyver: Dark Hera So I hired

them out When I got to watching Dark Hero the main character sounded awfully familiar, Yes, The main character in Dark Hern is played by David Hayter, the voice of one Solid

Snake. I know that this hasn't

explained anything so far, but here comes the explanation in Dark Hero the character that David Hayter played was called... You guessed it... Sean Barker! There you go. Problem solved. Not that it was a problem

Ben Taylor

Fine investigative prowess you showed there Benil. While adhering your pupils to such freakazoid anime is not usually considered a worthwhile pursuit by professional types such as lawyers. teachers and accountants, PSM disagrees.









STAR

STAMP DUTY

I would like to congratulate you on the Booty section of your magazine (Especially the South Park give away, PSM46) But why oh why do I have to lay out for a stamp and postcard if I want to enter? Can't Just send the answer via email to you? It is so much quicker and easier Please explain.

Patrick, Middlesex PS. Love the mag, keep up the good work!

For those whose coccyx connects via a ghastly fleshy/tin node directly into the mains, yes, please feel free to galactic post your Booty entries to PSM. Others, whose amorous illaisons are conducted in person, rather than in leather_chat.com, can continue to use the

more traditional cardboard

rectangle and moistened

Queen's head

BOOTY

BOOTY

Forgotten

how to write

th a mon?

Static jumping men, accessorised with swishing, blurry backgrounds aren't really our bag o' entertainment, but if they become infotainment through revealing juicy judgets of this sort, then ding dong ainme

SONIC BOOM BOY

I recently received the June edition of PSM which is marriag as always a couple of days ago. Every time I get my mag I always read the games reviews and check out the score on the games given. But not this month Tins month I Tolked at the demo disk and it had Judge Jules Muss on the case. So I thought, Tet's have a look at that. "As soon as it loaded, I went through nearly at I the tunes available. Then I came to a tune called in The Acid Breeze by Cold Scraege, it's one foresteen the case to see the control of the control of

best dance tunes I have ever heard' As soon as it had finished playing on the demo disc, I saved it on my memory card and showed my dad. He said. That's alright, ant it? So I've come up with an elde. How about making a Music album You could put loads of Cold Storage's tunes on including in The Acid Brezee if this happens, send me a memory card this happens, send me a memory card this happens, send me of them so sitisfied in fact, my mate described one of them as "Pure genus!"

Andy Myers, Cheshire

Andy, while your undoubted sonic connoisseurness and your dad's summing up - That's alright. ain't it?" - no doubt rock contemporary music criticism to its very foundations, PSM still don't make games But while we don't under any circumstances make names, there are, if possible, even fewer circumstances under which we would make an album. Yes, the chewn in question was bangin' if you will it doesn't, however, inspire us to give up our day jobs and attempt to produce an album featuring a song we have just given away for free and a couple of your efforts that your mate likes. Call us madmen, but we have our reservations about its hit parade potential

METAL MICKEY TAKING

I thought, having secured my home and doubled security, that I'd write to criticise, yes criticise, Metal Gear Solid! Sure it's a good game. However, it isn't perfect by can ys stretch and has some real flaws which question its realism Everyone has been saying it's ultra realistic or as nigh on perfect as you can get Well if it's so perfect then how come we have such hawlers as Mel Ling spotting snowblikes from a satellite picture when they're



hidden in a bloody great cave? Or, when you're in the cell and

you neek out the door's slot (in First Mode), you can see Meryl walk past to your right? Surely if Snake knows she's there he shouldn't get caught off guard, right? Such inadequacies in the plot as these mean that Metal Gear Solid isn't perfect. There is room for improvement and the software houses shouldn't sit back and rest up just because of the reviews and sales figures They should continue to improve games for the PlayStation because what is quality today is expected to be even better quality tomorrow. As a final note, readers of your mag who moan about the £4,99 price tag should read some of the other



Metal Gear's realism fell down in the use of the Ninja's balletic, but stupidly ineffective fighting posture.

mags. Then they'll realise that £4,99 is a bargain. No other mag is so far ahead for reviews, latest news and full game guides. Hell, some mags have only just reviewed Rollcage. (And by the way, they told their readers they were the first). Keep up the good work.

James Clifford, West Midlands

Mr Clifford, Metal Cear Solid was hard you touted as a simulation Most sepionage these days is performed from behind desks in the building just off Che sea Bridge, rather than in the feel with seath such creating then perhaps the prospect of a game involving Fling papervalue, drinking coffee and eying up you secretary might ignite your dig have been a series of the secretary might inguite your day have to make do with the perhaps exapperated, but ut mate y rather exapperated, but ut mate you that we have the secretary might vote the secretary might early so of fold to make do with the perhaps of solid the casual reader to deem you an utter cloth, however your latter comments redeem you. You are indeed one

MEN IN PANTS

Over the past week I have looked at some of my friend's magazines for the PlayStation and noticed that itera ly all of them had some sort of article about WWF Attitude in them So far this game, which I will definitely buy, looks pretty good But I'm not sure what the reports actually say. So far all I have seen about it in your mag is one picture which is only about 1.5cm large The thing is that I really want to know some proper information about it - such as release date orice list of characters and so on I've only got one more complaint and that is how you treat wrestling fans >

Mr Stone Cold takes time out from his usual lingerie, to model his new line of butch vestlets. Woof, woof!





 According to you, an extremely small number of the population watch what you persist in calling "men in pants". As a matter of fact around one million people in England alone watch the WMF, the WCW and ECW. So if you do publish a report about WWF attoude in your very fine mag, just try to look at it from the viewpoint of a fan.

Yours in wrestling,

Andrew joiliffe, Suffolk

P5: I'd like to see you have an argument about this with Stone Cold Steve Austin

PSM would be unable to argue with Mr Stone Co.d., you are correct. We would be too busy rolling about on the floor, spewing tears of fauphier at the sight of a model-aged main in his smalls. That said you will find an a together more restrained piece of upstranding journalism on the subject of WWF Attitude on page 66 of this very journal. And therein you will find no mention of panted males Probably. [Panto, actually. — Ed]

COMBAT FATIGUE

Right, I've just been round my mate's house and we judyed Commandos on his PC and I thought. That is the most excellent game 'I've played'! Crame home and asked myself, why can't PlayStation programmers make those types of games? I mean why can't programmers convert this fab PC game into a sturming gripping, highly enjoyable conversion for the PlayStation?

Please, please, please talk to your buddes down at the software companies and knock some sense into them so they can start making those types of games

John Briddor

You know John, your letter struck such a chord with the PSM (earn that we hopped nto the company Lear jet and piloted ourselves down to Eidos' private airfield We alighted and immediately went to work on the dwarven programmers with our dirty holdall full of hog fat, salt, pilers and the like.

Alicopit, they squealed in unition Well-make Commandis 2 for the PlayStation, well have to in the stops by PlayStation, well have to in the stops by Christmas. Or a bit later 5 of here you go Mr Birddon, because of you, software nitionly has been changed Either that or they were going to do it anyway. Oh and for those that don't know Commandist, it's an almost photo realistic, strategy war zone, with dashing troops, rumbling tanks and catastrophic casualities took and, very much, load soldier book

CAST GIST

I read the letter on the Metal Cear move ine up, and descided to put together my own cast list Take a look at these scorelers—Sold Snake Perce Brosnan, Psycho Mantis: Doug Stone (if doesn't matter how he looks, as long as he is thin, rie has already got the MOST amazing voice ever ; Raven Arme Schwarzenegger; Ocelot. Michael Madsen doesn't look like him, but when it comes

to sadism there's no-one better at making you squirm; Master Miller. Ace Rimmer; Naom Hunter Jennifer Aniston Lalthough m not sure she has the acting quality needed), Otacon Bill Gates; Wolf: Jenette Coldsten the rich who plays Vasquez in Allens, in real life has long hair; Ninja: Bloke who plays: Fong Sal Yuk in Legend Of Fong Son Yuk 2. When it comes to kung fu, there's none fine:

Miss Mantis

Impressive Most impressive For those that don't know, Doug Stone is the guy who actually does Mantis' voice in the game. The chop socky amigo you are referring to is none other than let Li. He was most recently seen playing the kung fool opposite rinema's Curtis Stigers - Mel Gibson, wheezing lardy-pasty-face Danny Clover and the A-list foe Pasquale himself Ine Pesci in Lethal Weapon 4. As for your other suggestions, PSM feels Brosnan is too clean and Arnie has an inflated '80s body with the mind of a 12-year-old oir! Are Rimmer on the other hand is an even more degrading proposition PSM refuses Owarfism Are bleedin' Rimmer and unutterably unfunny kebabs in-space jokes. No, no, a thousand times no. Other than that we quite like your list



I have just received issue 46 of PSM and boy it has struck a raw nerve with me. How can you give Ridge Racer Type 4 9/10 and Need for Speed 4 8/10 and then put NFS4 at the bottom of an Alternatively list? How do you decide this? Is it a bung from the home team of Namco to give their so-called "Gran Turismo Beater" a nice prime review? We all know the only decent thing on RRT4 is the graphics. The gameplay is exactly the same as... er, let's see Ridge Racer, Ridge Racer Revolution and Rage Racer Again all these games were graphically impressive. but they had little gameplay. The gameplay was crap Hit a car, and you slow to a speed at which a tortoise could easily fly past you and still not break into a sweat, while the offending car was nowhere to be seen. I had a second-hand copy of Ridge Racer and got rid of that, I didn't even touch Ridge Racer Revolution and borrowed my mate's copy of Rage Racer. He has since got rid of the game because it was crap. I think I played it once and the rest of the two weeks I had it, it stayed on my shelf collecting dust. So there.



Alternatively columns are ordered by virtue of their score best at the top. bottom, 8/10 is a very respectable we felt RRT4 offered a more racing experience than Need For Speed 4. We don't, as you so eloquently put it. 'all know that the only decent thing on RRT4 is the graphics." Some of us enjoy the slip-slidey, screech madness associated with this premier arcadev motor rolla. So there Your history with the Racer series of games and indeed your unkempt shelves, are of little interest to anyone other than yourself. May we suggest a copy of Gran Turismo (now on Platinum) and a can of Pledge.

Mr Honley, a

Antony Henley,

Poole, Dorset

Mr Honley, more at home at his reg than in the hot, hard *RHT4* world.



ack-a-de-de-dah!
On a par with
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continance, or being
served a horse's lave
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Wisstrated

Unstraina pre-Puma Street Soccer diatribe is to go mad. The words Puma and goal prance over a page respiendent in pencil and fibre-tipped pen, while the verbosity goes as SHARDS OF PSM LETTERS MARINADED IN LIGUID TERSENESS

follows. "Me and my friends, we think Pun Street Seccer is bloody wicked. It's one of the best footy games ever. Giving it a 3/10 is stupid. No, Som. Writing goal in hig bubbly writing on your letter is stupid. is equally displeased with PSM's scoring methods. "I rented Ayrton Senna Kart **Buel 2** and I though it w great. You gave it 4/10. I given it 7/10." Before

continuing, "I want to get into rating games for magazines, so if you would like me to play and rate some of the latest releases. I'd be glad to oblige." Judging by your Kart Duoi 2 summary, I think we'll nive it a miss cheers, Banny, "When whining a 20-lap race on F1 '97 my car broke dow on the last lap", sohe Allen Cooper, "All I want it a fair season. How de I know games are net fixed?" If you turned the failures off Allan, you uld win in style. Pay with them on and you risk such hassies. It's a simple

as that. Try reading the

onlightenment. "What's the point in reviewing rubbish sames like Sports Car GT (2/10), Asterix (3/10), and WCW Thunder (3/10)?", mumbles 6 "Couldn't you use the space better to do updates of top titles like Bool 2. Bino Crisis and Metal Gear Selidi integral?" You mean like the updates that constantly appear in PSM as part of our commi to bring you the very best, on-the-money game rs? Oh, and by the way how would you know what games were rubbish

If we didn't review them?

menual for further



A PINCH OF WAIT

am replying to a previous letter in your magazine [Animated Argument, PSM47] by saying that Disney games suck precisely because you have characters jumping on flying carpets etc in a platform style. If you're really that desperate to link a Disney film to a game you can simply buy Final Fantasy VII and call the characters Aladdin and Hercules. Adam Taylor

Watford

Inspired Adam but your suggestion falls down somewhat when you take into account Cloud Is a bla-sworded chan aloo-a-ding-dong merchant and Aladdin is a sap in blg slacks, Anyhoo, it's certainly the closest to a decent pseudo Disney game so far... Any takers?

HAVE I GOT VIEWS FOR YOU

I don't really know why I am writing to you, other than to waste away a few more minutes of my empty life. Perhaps I could complain about the price of videogames, the developers' inability to release things when they say they will or maybe tell you all that Ridge Racer Type 4 stinks and tiddlywinks is by far the best game ever. On the other hand, maybe I should keep my

stupid opinions to myself, wait until I have something worthwhile to write about and not waste your time with my netty prievances Dumb but happy

Mark Gentry

Ah, the master satirist at work. While your scribblings fall short of challenging Artistophanes, Horace, Voltaire and Swift, there is still much to commend. Perchance you might put yourself forward to replace the Sunday Times' tediously snobbish AA Gill, whose diatribes ceaselessly make a self congratulatory target of the obvious, while no doubt earning him a fair whack. Readers, this is a cry for more original letters from one of your own.

TEXT HEAVY

Keep up the good work on the mag, but I have a complaint The first ever Official UK PlayStation Magazine I bought was number 20 Way back then the features section had five innovative and entertaining features including playing when drunk and the 50 bionest industry players. And now I see things like Star Wars again! You only tend to do one feature a month now I would rather read about interesting stuff than things like Ideas Above Their PlayStation or Old Skool Days Yours sincerely

Final Fantasy High Priest

PS How do I beat the Emerald and the Ruby weapon in FFVII?

It is a mite unfortunate that you are one of perhaps five people globally who don't dig the Star Wars. Perhaps the feature within this very document (page 54) on the hi-res wonders of Namco Station will appease your feature grievances. That seriously from a dude called Final Fantasy High Priest, who then proceeds to beg for

pased with the new top of the range Walls agnum Excelsior.

Final Fantasy VII assistance. What's up High Priest, did you get your robes tangled mid skirmish? Out of pity, and for no other reason PSM offers this: Connect Phoenix Summon and Final Attack materia in any linked slot. When party dies, their HP will revive. Just make sure you have enough MP to use the Phoenix Summon.

Perhaps Final Fantasy initiate, might be a more accurate nomenciature for you sire. Oh and in the future, direct all tippery to Tips Sultan Dan Mayers at Top Secret, PSM, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

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PEED FREAKS

MARIO IS DEAD - LONG LIVE THE **FREAKS! PLAYSTATION FINALLY GETS** THE KART RACER IT DESERVES AND WE'VE GOT THE EXCLUSIVE REVIEW AND DEMOUSTART VOUR ENGINES

THE STAR OF THE RECENT ES AND THE MOST ANTICIPATED GAME OF THE YEAR, QUAKE II IS FINALLY HEADING FOR THE PLAYSTATION IN ALL ITS FOUR-PLAYER GLORY. PSM TALKS TO THE PEOPLE BEHIND THE LEGEND AND SHOWS YOU JUST WHAT YOU'RE IN FOR!

TOMBRADER 4 LARRYS BACK ON THE PLAYSTATION FOR CHERS (MAS AND SHIPS BACK ON THE PLAYSTATION FOR CHERS (MAS AND SHIPS IN THE BEANS ON THE BAMES WERE NEW LOOK, PLOT, CHARACTERS AND STORYLINE)



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FAX

CELEBS QUIZZED, DEVELOPERS GRILLED, GAMES EXPLAINED, QUESTI ϕ

They call them "The schizophrenic Scottish band," and they call selves "Travis." A band who have come back into the charts with their second and strongest album entitled The Man Who. Have a read about game watch eating dogs and weird album names your mother would be shocked to hear. Fran Healy and and Neil Primrose tell us more...

Your new album The Man Who, is taken from the title of a book, would you ever think about naming a record after a computer game?

Next by until but year peads used to call us solverphisenic band (cos our number changed styress which, in sure you can get or hamefrom that one flust over tung I only rectan lidge bocor is agood name for a bound-people might get they wrong i area. the Wood land make a perfect game for Travis called Travis, what

would it be 11ke? New Everance that's what it would be like you'd hour to nun araina burs getting the entire band boother intino to key a grant one you're at the grig you'd have bleed up the crew to get them to ture the grutars in time to go on stage, that's going be the

nardest bit Is the PlayStation in the back of the tour bus or in the studio? New No we can't war it in an studio for that very reason, at the moment were in the tour bus on the way to aging horing a FIFA showdown so we try to keep it a trur bus only thing.

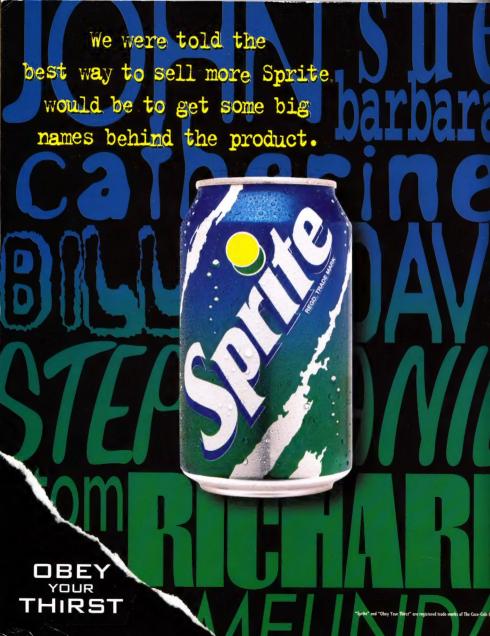
Fran: Con't listen to him, we do have a Playstation in the studio. I remember when the Physication first came out in the Uk, I did absolutely nothing all that year except play it. What is in the PlayStation and in the CD player at the moment? What is in the playstation and in the capt the old dassic Grand Theft Neil. In the playstation live got the wierd but good. Mule Variations

Fran: The new Tic album, good pop nuisic, and an album by Hammer and Yongs - Who have produced some amazing pop rideos. Including outs. Did either of you ever play videogames as a kid?

From: My mum once brought me this wrist watch for my birthday that you could play space Invaders on . Hook it round to my Averal's house to show of and his day grabbed It of the table and all the whole thing this mun felt do bad she went out and brought me contay Kong. What's next for Travis, got a packed diary ahead? PlayStation

A Hally buy Sunner aread wick aung sunner Plays testward buy 1849 filos bahung and The Har Park In September were in Japan, and next year may be a big is tour Fran: The only thing I've got planted is seeing the Star Dars film.

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